PRIMA'S OFFICIAL STRATEGY GUIDE

DRAGON QUEST I.II

COMPLETE BESTIARIES!

PRIMA GAMES

Debra McBride
David Cassady

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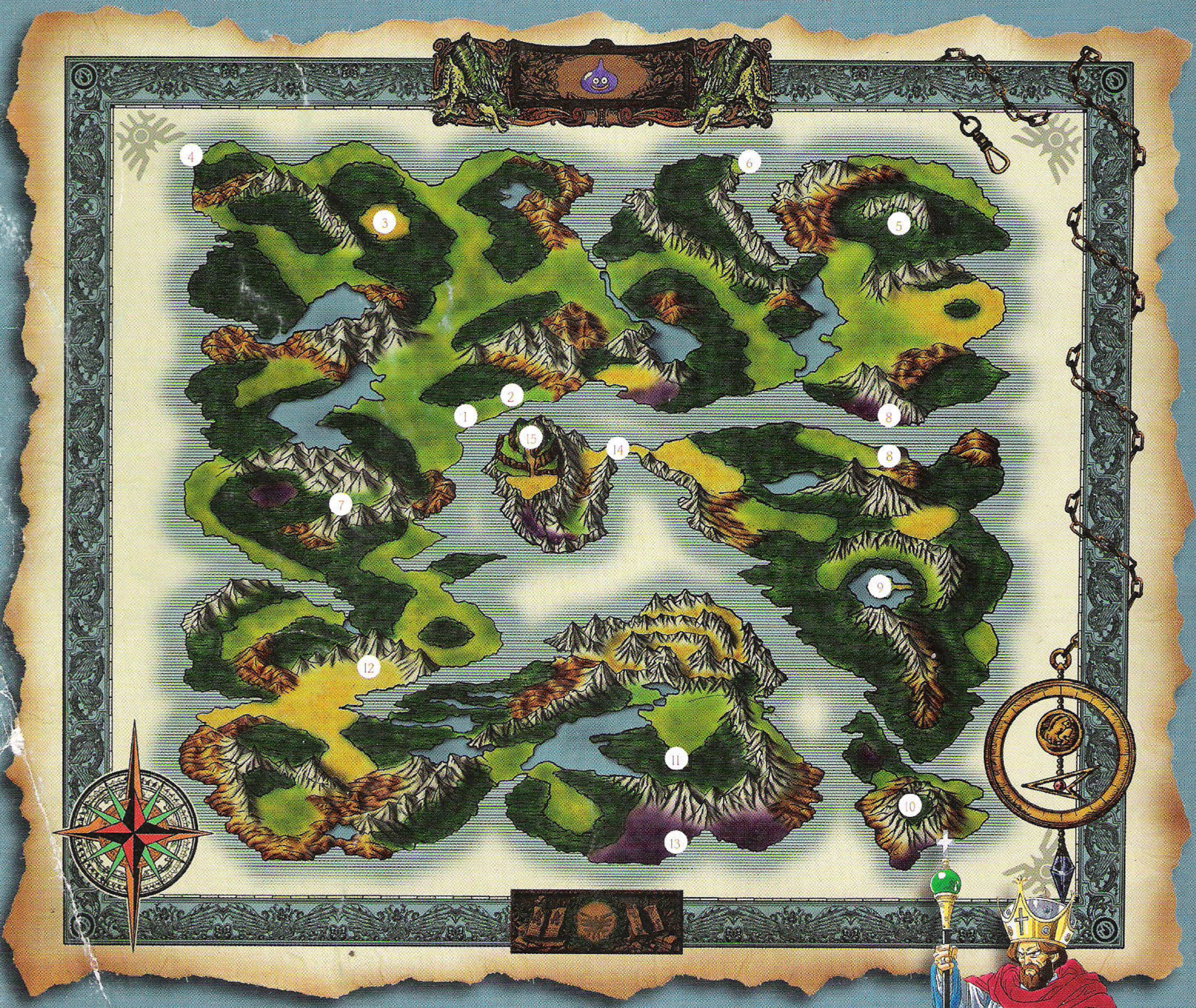
DRAGON QUEST
TM

WORLD MAP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13

LEGEND FOR *DRAGON WARRIOR I* WORLD MAP

1	Tantegel Castle	6	Rain Shrine	11	Mercado
2	Tantegel	7	Rocky Cave	12	Domdora
3	Loto's Cave	8	Marshy Cave	13	Poisonous Swamp
4	Garinham	9	Rimuldar	14	Rainbow Bridge
5	Kol	10	Sacred Shrine	15	Dracolord Castle

DRAGON QUEST
I.II

Debra McBride
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Debra would also like to extend a very special acknowledgement to her mom and dad, Esther and James. I love you mom and dad.

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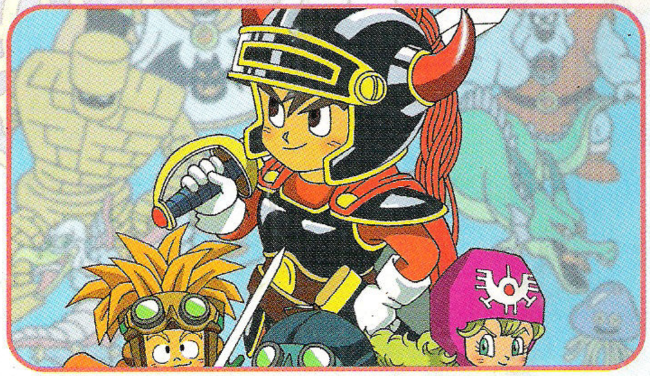
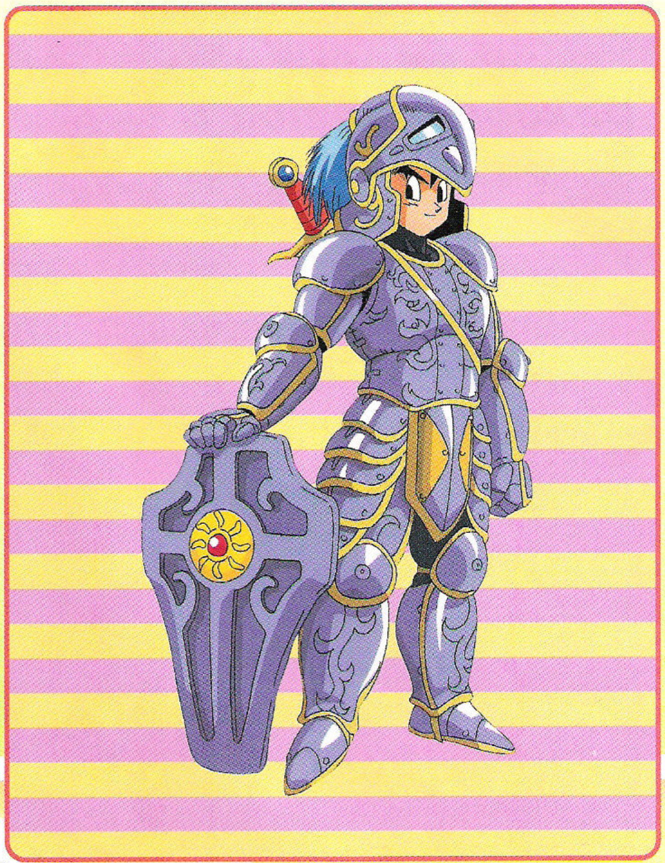


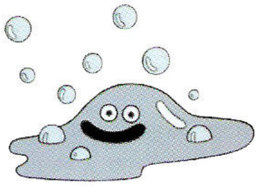
WELCOME, HERO...

Long ago a hero named Loto saved the world from devastation at the hands of evil. Now, many years have passed, and heroes must once again save the world from a terrible fate brought on by a seemingly invincible evil overlord. Sharpen your sword, polish your armor, and prepare for two of the most thrilling stories ever told. You are the descendent of Loto and only you can once again vanquish evil.

Dragon Warrior I & II were two of the first true RPGs (Role-Playing Games) released for the Nintendo Entertainment System (NES). *Dragon Warrior I* made its debut in 1989 when the RPG market was only beginning to bud in the United States. At the time, RPGs were already a huge success in Japan where the game was known as *Dragon Quest*, one of the most successful RPG series in history. In a world full of fast-paced shooters and sports games, *Dragon Warrior* presented not only action and suspense, but also a moving story with rich characters that players quickly came to love.

It was no surprise when Enix released the second game in the series, *Dragon Warrior II*, one year later (1990). This new game boasted many innovative features. The quest was larger, the maps more intricate, and now instead of only one player-controlled character, there were three. What remained unchanged was the sheer splendor of a well-written story and the excitement of a long and challenging quest.





The masses of devoted *Dragon Warrior* fans continued to swell as more and more players were introduced to the world of RPGs.

With the continued success of the *Dragon Warrior* series, two more adventures were released on the NES: *Dragon Warrior III* (released in 1991) and *Dragon Warrior IV* (released in 1992). With each new game the series continued to evolve, making the *Dragon Warrior* series perhaps the most innovative and challenging line of RPGs ever.

With the year 2000, Enix once again presents *Dragon Warrior I & II* for a new generation of gamers to enjoy. But rather than simply bringing the games to the Game Boy, they've enhanced both the visuals and the play mechanics to make the experience even more enjoyable. Let us be your guides as you begin two incredible journeys through the world of *Dragon Warrior*. Those of you, like us, who enjoyed the originals can relive your first adventures, and those of you experiencing the series for the first time can marvel at two of the best RPGs ever created. Welcome to *Dragon Warrior I & II*!

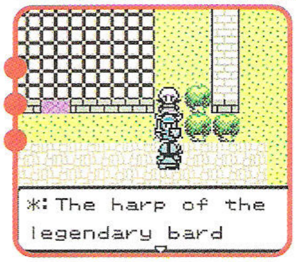
Before you begin your journey through *Dragon Warrior I & II*, you'll want to take a few moments to get to know how the games work. Even if you played the original versions on NES, there are subtle changes to the games that you should know about. So whether you're a seasoned veteran, or if this is your first journey into the worlds of *Dragon Warrior*, peruse this chapter to give yourself a head start.

GETTING STARTED

It's important to start your character off on the right foot. As a standard rule of thumb, always equip your character with the best weapon and armor you can buy with the money you have. There will be times when you cannot afford the very best, so you'll have to decide whether to set out to battle monsters and earn additional gold or to move on and wait until later to make your purchase.

Typically, it's best to hang around the area where the weapon or armor is sold and fight monsters until you have enough gold to make your purchase. However, there will be times where doing so will be a taxing experience due to the high cost of some items. In these cases it's almost always better to move on with the game and return later when you've earned enough money.

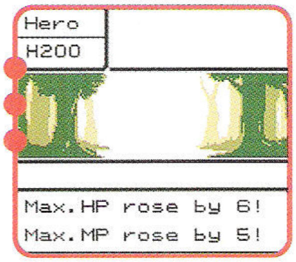
TALK, TALK, TALK



*: The harp of the legendary bard

Talking to every person in every town only takes a minute and usually provides valuable information about your quest. Talk to everyone you see in town, not just the shopkeepers. Though many may only have an amusing anecdote to offer, a few will provide hints to locations you need to visit and keys to objectives you are trying to complete. Avoid the urge to rush through towns. Take the time to speak to all of the villagers and enjoy the full fabric of what this game has to offer.

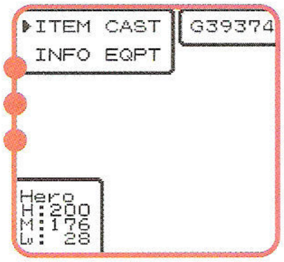
EXPERIENCE



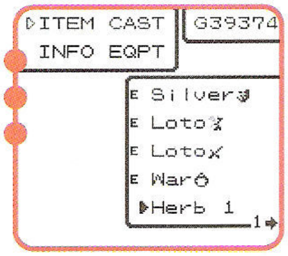
Max.HP rose by 6!
Max.MP rose by 5!

As you battle your way through the games, your character(s) gain experience points for each successful encounter. Each character's hit points (HP), magic points (MP), strength, and agility are all based on the experience he or she has earned. Earning experience is critical to your quest. As you progress through the games, your enemies will get stronger and dungeons will get larger. If your character(s) haven't gained enough experience, they won't be able to handle the challenges presented to them. The best measure is combat. If your party is taking a beating from enemies in an area, you probably aren't ready to be there. Go back to the previous area and spend some time building your character(s) up a level or two, and things will get much easier.

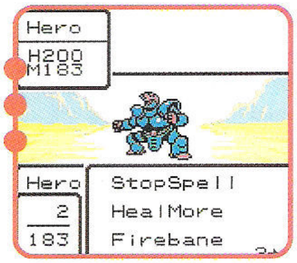
THE SUB-MENU



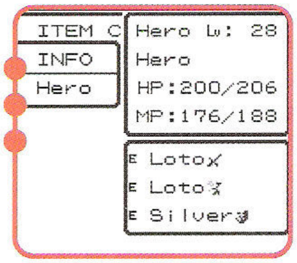
Press Ⓑ to access your sub-menu. There are four areas you can enter in this sub-menu. In battle, a different sub-menu appears.



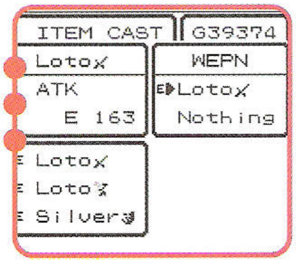
Selecting ITEM from the sub-menu allows you access to the items your character is currently carrying. From this menu you can either use or drop any Item in your inventory. In *Dragon Warrior II* you can also exchange items between characters. This is handy when you pick up new weapons and armor.



CAST refers to the Magic Spells your character learns. When in battle, select CAST, then select a spell for your character(s) to use. The Bestiaries in Chapters 6 and 10 provide information on the types of spells effective against each monster.



Under INFO you can see your character's current stats. It's good to regularly inspect each character's level of experience, HP and MP stats, and the equipment he or she currently wears and carries.

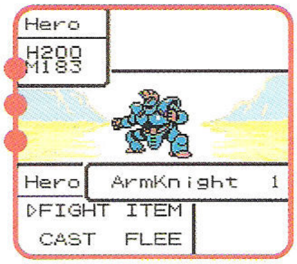


EQPT displays the equipment each character currently carries and the effects this equipment has on the character's defensive and attack stats. In this sub-menu you can also equip, remove, or change your armor and weapons.

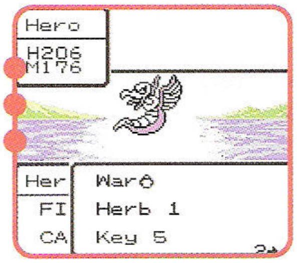
BATTLING MONSTERS

Most of your time will be spent exploring areas and fighting monsters. Fighting enemies is an important part of your quest because you earn experience points and gold for each monster you defeat in battle.

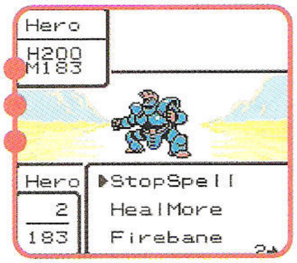
In battle, a sub-menu automatically opens, providing you four choices for how to proceed.


Hero
H200
M183
Hero
ArmKnight 1
▷FIGHT ITEM
CAST FLEE

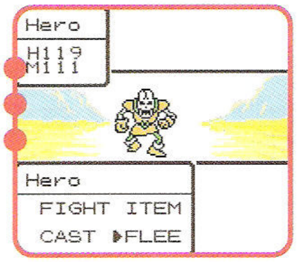
The FIGHT option lets you battle your enemies using the weapon you are currently equipped with. Many monsters are immune to magic attacks, and your weapons will be the only method you have to attack these creatures. Be certain to upgrade your weapons as often as you can afford to.


Hero
H206
M176
Her
FI
CA
War⊘
Herb 1
Key 5
2▸

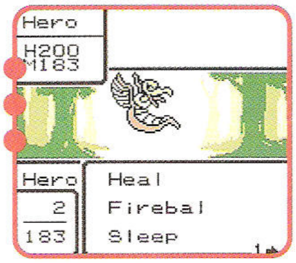
ITEM allows you to use any items your characters currently carry. Select this command to use Herbs and Antidotes to heal your character, or to use some weapons and armor as magic items.


Hero
H200
M183
Hero
2
183
▶StopSpell
HealMore
Firebane
2▸

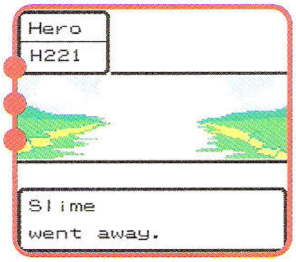
Selecting CAST opens another menu showing the spells your character may use while in battle. When a spell is highlighted, the sub-menu also displays the number of MP your character currently has and how many MP it will cost to cast the selected spell.


Hero
H119
M111
Hero
FIGHT ITEM
CAST ▶FLEE

Sometimes the old adage, "Run away and live to fight another day" is one to adhere to. You can run from some battles. If your HP is low and you cannot easily reach a town or castle, running may be a better choice than staying and fighting. However, keep in mind that the FLEE command does not always work. If you are defeated in a battle, you lose half of your hard-earned gold. Weapons and armor are expensive, so losing that gold will result in spending a lot of time battling more monsters to regain what you once had. Choose your battles wisely and know when it is prudent to stay and when it is wise to run.


Hero
H200
M183
Hero
2
183
Heal
Fireball
Sleep
1▸

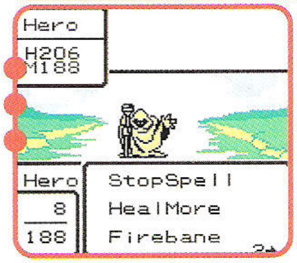
Know the area you are in and the creatures you will confront. The Walkthroughs (Chapters 5 and 9) provide a short list of the monsters in a particular area. Some monsters are susceptible to certain spells, while others are not. Familiarize yourself with the monsters in the region to save yourself valuable HP and MP. The Bestiaries in Chapters 6 and 10 show the HP for each monster found in *Dragon Warrior I & II*.



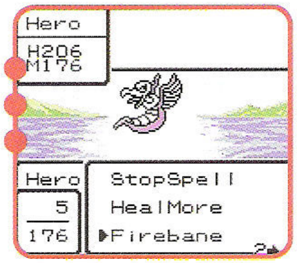
Slime went away.

When your character has reached higher levels of experience, some weaker monsters will run from battle. If you do not wish to be bothered by weaker enemies who provide only one or two pieces of gold and meager experience, you should either use Repellent or the Repel spell. Either one keeps some weaker enemies from attacking as you travel.

USING HP AND MP

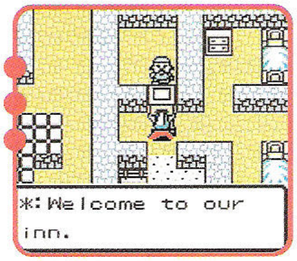

Hero
H206
M188
Hero
8
188
StopSpell
HealMore
Firebane
2▸

When in battle, you will undoubtedly have to heal using your magic spells. Each time you use one of these options, your character will not be able to attack. Don't let your character get too weak before casting Heal or HealMore, or you may find that you are too busy healing yourself to attack. It won't take long for you to get a feeling for when it is safe to cast Heal.


Hero
H206
M176
Hero
5
176
StopSpell
HealMore
▶Firebane
2▸

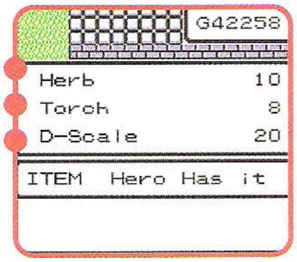
Remember that when you cast a spell on a monster, it may not work, making your attack fruitless. If you are unsure if magic will work on a monster, or if you have tried casting a spell on a monster and it does not work, conserve your magic for casting Heal on yourself and use standard weapons against the aggressor.

RESTORING YOUR HP AND MP



*: Welcome to our inn.

There are three ways to restore your HP and MP. One is to stay at an Inn in any of the villages you visit. Staying at the Inn completely restores both your HP and MP.


G42258
Herb 10
Torch 8
D-Scale 20
ITEM Hero Has it

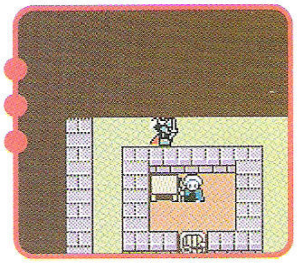
You can restore HP by using Herbs that can be purchased in certain towns, or found in treasure chests, or are dropped after you defeat a monster. An Herb can restore anywhere from 20 to 35 HP to your character.

*: When the dragon
of darkness opens

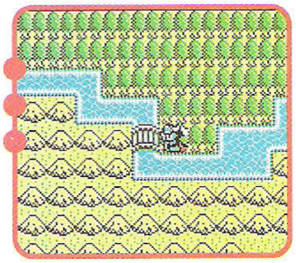
*: Let us pray for
the brave warrior.

Another way to completely restore HP and MP without costing you anything is to visit Tantegel Castle. Visit the Sages and they will completely restore your HP and MP free of charge! This is an excellent way to conserve your gold while you are trying to save up for that special weapon or armor you have your eye on.

EXPLORE EVERYWHERE



The Walkthroughs provided in this guide (Chapters 5 and 9) lead you through every village and help you meet every objective on your way to defeating the final bosses. Always explore every nook and cranny of an area. You never know when you'll locate a secret area just by searching along a wall.



Note that as you progress further from home, the monsters you meet are fiercer than the ones previously encountered. Know the limitations of your characters' HP and MP before you venture into new areas. A good rule of thumb is that when you encounter monsters that continue to run from you, it's time to move on to more challenging areas.

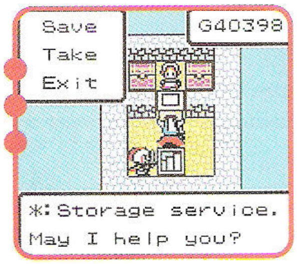
BUYING, SELLING, AND STORING

*: Welcome to my
item shop!

In nearly every town you can purchase weapons, armor, and items. As you travel farther distances, the selections will be wider, but the costs higher.

*: What do you want
to sell me?

As you earn money defeating monsters, you can afford more powerful weapons and armor. When you purchase a new item, sell the old one to increase your funds.



*: Storage service.
May I help you?

The storage service is a very handy service offered in some villages. Storage services hold money and items you do not want to carry with you. This is very important if you are saving money to buy a special weapon or piece of armor. If you die, you lose half of the gold your character is carrying; you do not lose any of the gold you have in storage. The best part is that this service doesn't cost anything!

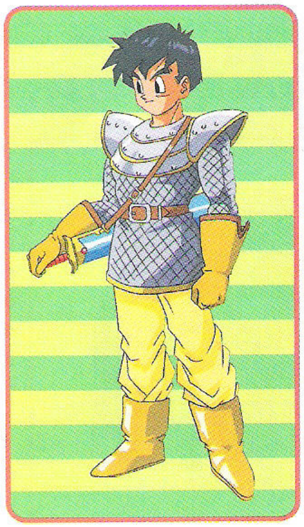
ENJOY THE GAME

A role-playing game should be enjoyed and played at a leisurely pace. Take the time to thoroughly explore an area, speak to everyone, and play with all the elements available in the game. You'll spend a great deal of time battling monsters to raise your character's level of experience. Don't be in a hurry to battle the final boss. There is a lot of game in *Dragon Warrior I & II*, and we wouldn't want you to miss a single moment of this fun and fascinating adventure. Enjoy!

THE CHARACTERS

Here is a quick look at the characters in *Dragon Warrior I & II*.

THE HERO: *DRAGON WARRIOR I*



As a descendant of the legendary Loto, it is left to your hero to save the lovely Lady Lora and free Alefgard from the evil that roams the countryside. The more your hero battles, the stronger he becomes.

Refer to the Appendix for a complete breakdown of all levels. Each magic spell your character can learn is also listed with the MP needed to cast the spell.

WHAT'S IN A NAME?

In *Dragon Warrior I & II*, naming your character is more involved than you might think.

DRAGON WARRIOR I

In *Dragon Warrior I*, the name you choose for your character will have a direct impact on all of your character's stats. In the Appendix, beginning on page 105, follow the instructions on how to determine what effect the name you choose will have on your character's stats.

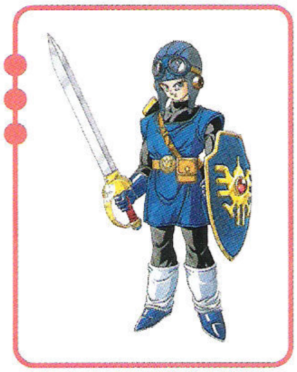
DRAGON WARRIOR II

In *Dragon Warrior II*, how you name the Prince of Lorasia will affect the names of the other members of your party, the Prince of Cannock and the Princess of Moonbrook. There are eight patterns by which they may be named. The table below shows all of the possible naming patterns.

If you don't like the names given to the Prince and Princess, you can change them when continuing your adventure. To do so, you must perform the following action when selecting your adventure log before continuing your game. To change the Prince of Cannock's name, press and hold ← and (START), then press Ⓐ. To change the name of the Princess of Moonbrook, press and hold → and (START), then press Ⓐ. Using this technique, you can name the characters any way you like.

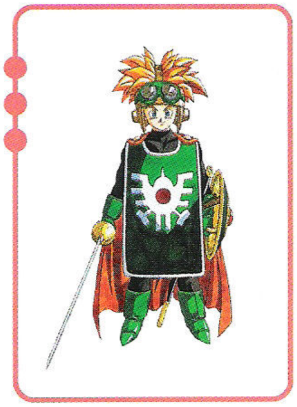
Prince of Cannock	**Princess of Moonbrook**
Frey	Erin
John	Mary
Art	Nana
Gary	Beth
Karl	Fran
Eric	Gwen
Drew	Lynn
Paul	Sara

THE PRINCE OF LORASIA CASTLE (THE HERO): DRAGON WARRIOR II



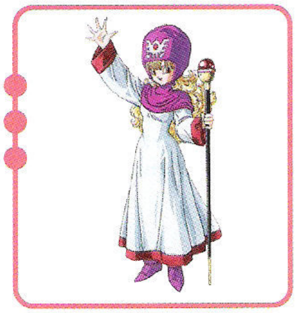
The Prince of Lorasia Castle is a descendent of the great hero Loto. He's built like an ox and is an expert with most weaponry. His large frame also allows him to use most types of armor. Unfortunately, he is untrained in the arcane art of magic, so he must rely on items and the kindness of strangers for healing.

THE PRINCE OF CANNOCK CASTLE (THE PRINCE): DRAGON WARRIOR II



The Prince of Cannock Castle has been well trained in both weapons and magic. He can use many weapons and is strong enough to handle a variety of armor. He also knows a wide variety of spells that should come in handy throughout your quest.

THE PRINCESS OF MOONBROOK CASTLE (THE PRINCESS): DRAGON WARRIOR II



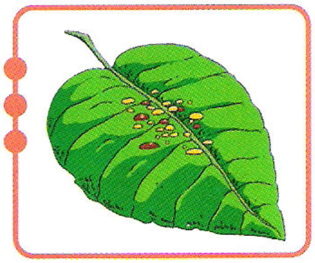
The Princess of Moonbrook Castle is a well-known magic user. Having spent her life studying the ways of magic, she is unable to equip heavy armor and she can only handle the most basic weaponry and magic staves. Yet her knowledge of powerful magic spells more than makes up for her lack of physical strength.

In *Dragon Warrior I*, you can purchase and find many different weapons, armor, and items to help you in your quest. Don't worry about accidentally selling a special item, because the shopkeepers won't buy it from you. Weapons and armor are expensive, so defeat as many monsters as you can to earn more gold.

ITEMS

HERB

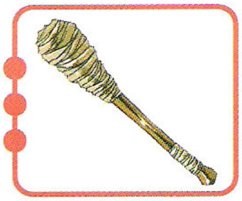
Buy	10G
Sell	5G
Location	
Tantegel	
Garinham	
Kol	
Rimuldar	



These medicinal herbs restore hit points. You can carry a maximum of six.

TORCH

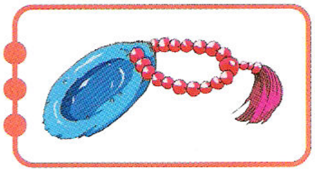
Buy	8G
Sell	4G
Location	
Tantegel	
Garinham	
Kol	
Rimuldar	



You need a Torch to light your way when you enter a cave.

D-SCALE (DRAGON'S SCALE)

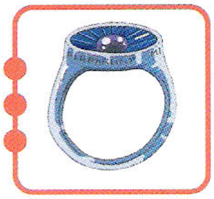
Buy	20G
Sell	10G
Location	
Tantegel	
Garinham	
Kol	
Mercado	



The D-Scale offers a small amount of magical protection to your character.

WAR RING

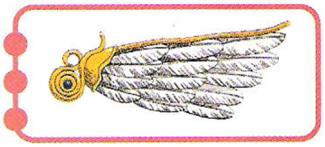
Buy	—
Sell	15G
Location	
Rocky Cave	



Wear this ring to increase your fighting ability and ward off weaker enemies. It cannot be purchased; it can only be found in the Rocky Cave.

WARP WING

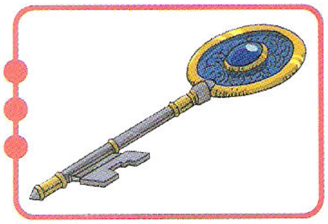
Buy	24G
Sell	12G
Location	
Kol	
Rimuldar	
Mercado	



A very helpful item, the Warp Wing flies you back to Tantegel Castle.

KEY

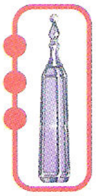
Buy 24G, 16G, 32G	
Sell	26G
Location	
Tantegel Castle	
Rimuldar	
Mercado	



The Key is required to open many doors. Keys can be bought for different amounts depending upon the town. A Key is sold for 24G in Tantegel, 16G in Rimuldar, and 32G in Mercado.

REPELLENT

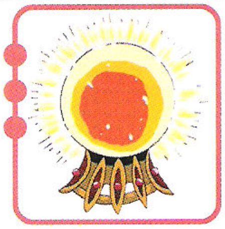
Buy	12G
Sell	19G
Location	
Tantegel	
Mercado	



Selecting Repellent from the ITEM menu will keep some enemies away for a short period of time while you are traveling on the World Map.

LIGHT ORB

Location
Dracolord Castle

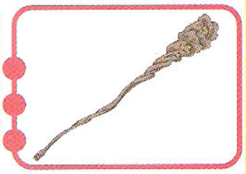


This ancient relic is said to have great power.

RAINSTAFF(STAFF OF RAIN)

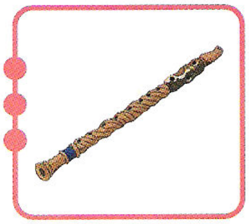
This is one of the three items you need to create the Rainbow Bridge.

Location
Rain Shrine
(Trade with the ShinyHarp)



PXYFLUT (PIXY FLUTE)

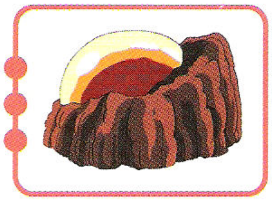
Location
Kol



The PxyFlut lulls a certain enemy to sleep.

SUN STONE

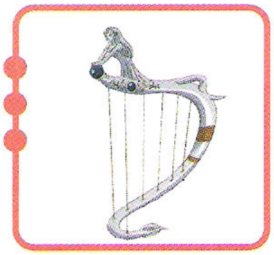
Location	
Tantegel Castle	



Found in Tantegel Castle, the Sun Stone is another item you need to create the Rainbow Bridge.

SHINYHARP (SHINY HARP)

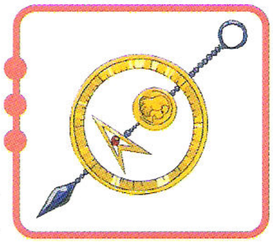
Location	
Garin's Tomb	



In addition to beckoning enemies to attack, the ShinyHarp is another item necessary to the process of creating the Rainbow Bridge.

LORALUV (LADY LORA'S LOVE)

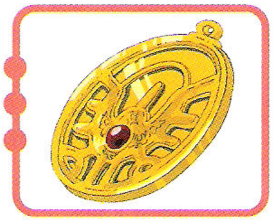
Location	
Tantegel Castle	



Given to your character when you rescue Lady Lora, not only does it provide information on your experience points, it is also a compass.

LOTO SEAL

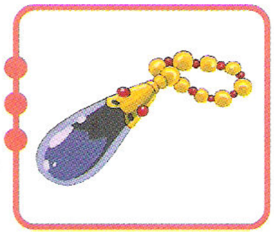
Location	
The poisonous swamp south of Mercado	



The Loto Seal provides proof of your heritage.

RAINBWDRP (RAINBOW DROP)

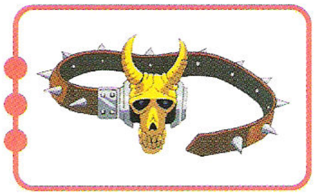
Location	
Sacred Shrine	



This is the result when the old man in the Sacred Shrine combines certain items. Use it in a particular area to create the Rainbow Bridge.

DVLBELT (DEVIL BELT)

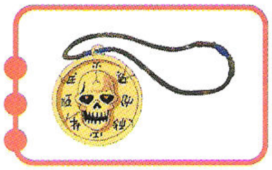
Buy	—
Sell	180G
Location	
Dracolord Castle	



The DvlBelt cannot be purchased, nor do you want to wear it, but you can sell it for gold.

CHOKER

Buy	—
Sell	1,200G
Location	
Rocky Cave	

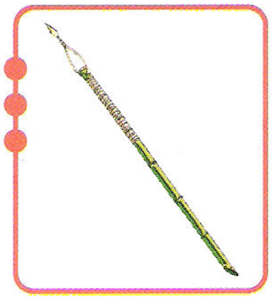


Like the DvlBelt, the Choker can only be found. Don't wear it, but instead sell it for gold.

WEAPONS

BAMBOO POLE

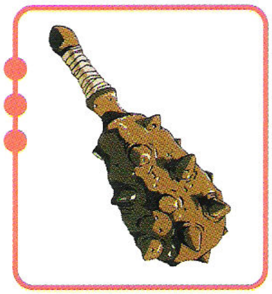
Buy	10G
Sell	5G
Strength	+2
Location	
Tantegel	
Mercado	



The Bamboo Pole is an inexpensive but ineffective weapon. It's better to save your money and purchase the Club.

CLUB

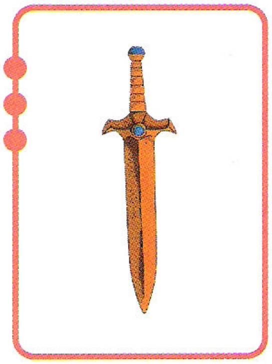
Buy	60G
Sell	30G
Strength	+4
Location	
Tantegel	
Garinham	
Mercado	



Your first real weapon, the Club, can be purchased in Tantegel. The Club is very effective against the Slime.

COPPER SWORD

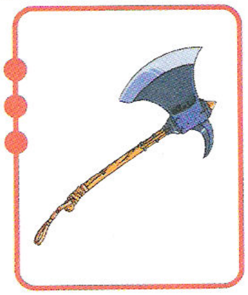
Buy	180G
Sell	90G
Strength	+10
Location	
Tantegel	
Garinham	
Kol	
Rimuldar	
Mercado	



The Copper Sword can be purchased at a reasonable price and is much more effective than the Club.

IRON AXE

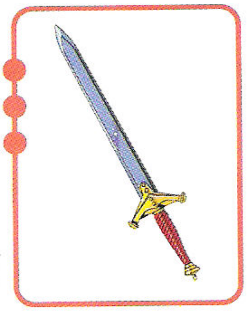
Buy	560G
Sell	280G
Strength	+15
Location	
Garinham	
Kol	
Rimuldar	
Mercado	



An excellent weapon because it adds 15 to your character's strength, the Iron Axe can be purchased relatively early in the game to help defeat roaming monsters.

STEEL SWORD

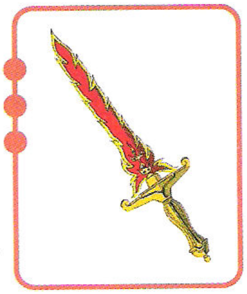
Buy	1,500G
Sell	750G
Strength	+20
Location	
Rimuldar	
Mercado	



You'll use the Steel Sword as your main weapon throughout most of the game. It is very strong and forged from the finest steel.

FLAME SWORD

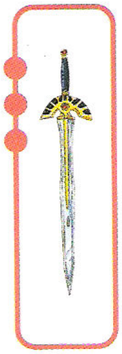
Buy	9,800G
Sell	4,900G
Strength	+28
Location	
Mercado	



The legendary Flame Sword can defeat even the toughest monsters. The Flame Sword will take you all the way to Dracolord Castle.

LOTO SWORD

Strength	+40
Location	
Dracolord Castle	

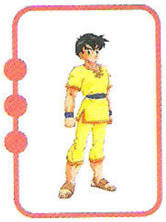


The Loto Sword is the most powerful weapon in the game. It cannot be bought; it can only be found in Dracolord Castle.

ARMOR

CLOTH ARMOR

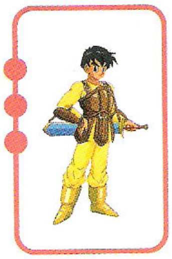
Buy	20G
Sell	10G
Defense	+2
Location	
Tantegel	



The only armor you can afford at the start of the game is Cloth Armor. Though it's not terribly protective, it's better than nothing.

LEATHR ARMOR (LEATHER ARMOR)

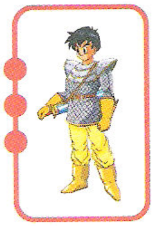
Buy	70G
Sell	35G
Defense	+4
Location	
Tantegel	
Garinham	
Mercado	



Leathr Armor is better than Cloth Armor, but still not very strong.

CHAIN MAIL

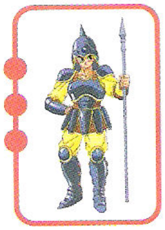
Buy	300G
Sell	150G
Defense	+10
Location	
Garinham	
Mercado	



This is a strong, lightweight shirt made of chain mail.

IRON ARMOR

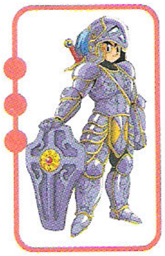
Buy	1,000G
Sell	500G
Defense	+16
Location	
Kol	
Rimuldar	



This strong metal plate offers good protection.

STEEL ARMOR

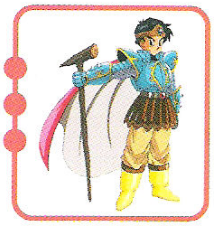
Buy	3,000G
Sell	1,500G
Defense	+24
Location	
Kol	
Rimuldar	
Mercado	



Steel Armor is more effective than Iron Armor, but heavier.

MAGIC ARMOR

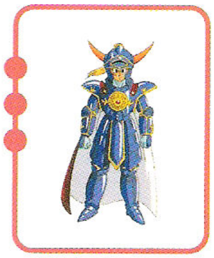
Buy	7,700G
Sell	3,850G
Defense	+24
Location	
Rimuldar	
Mercado	



Not only does the Magic Armor offer as much protection as the Steel Armor, but it also restores HP when traveling.

LOTO ARMOR

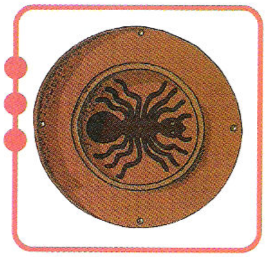
Buy	—
Sell	—
Defense	+28
Location	
Domdora	



A special item, Loto Armor can only be found in Domdora. Loto Armor restores your HP with every step you take.

LEATHR SHIELD (LEATHER SHIELD)

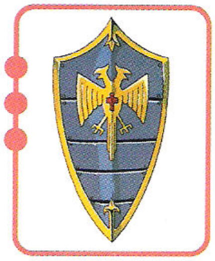
Buy	90G
Sell	45G
Defense	+4
Location	
Tantegel	
Kol	



The Leathr Shield is inexpensive and offers tough leather for protection.

IRON SHIELD

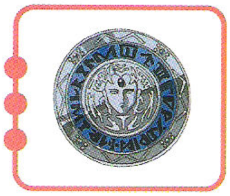
Buy	800G
Sell	400G
Defense	+10
Location	
Garinham	
Mercado	



This shield will protect you through most of the game until you can afford the Silver Shield.

SILVER SHIELD

Buy	14,800G
Sell	7,400G
Defense	+20
Location	
Mercado	



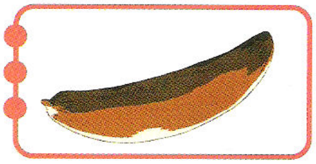
Double the protective value of the Iron Shield, the Silver Shield is worth the money you have to earn to purchase it.

LOST AND FOUND

The following items cannot be purchased anywhere in Alefgard, but can only be found by lucky explorers.

AGLSEED (AGILITY SEED)

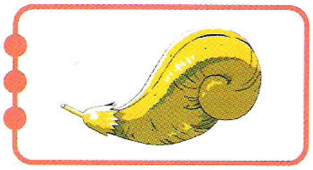
Buy	—
Sell	100G



The AGLseed raises your Agility by 1 to 3 points.

DEFSEED (DEFENSE SEED)

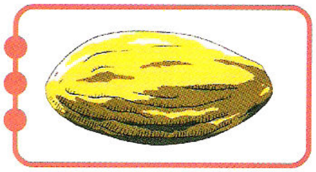
Buy	—
Sell	100G



The DEFseed raises your Defense by 3 to 4 points.

STRSEED (STRENGTH SEED)

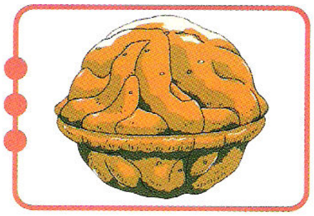
Buy	—
Sell	112G



The STRseed raises your Strength by 1 to 3 points.

MYSTICNUT (MYSTIC NUT)

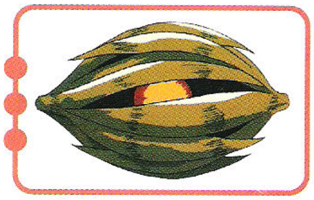
Buy	—
Sell	100G



The MysticNut raises your maximum MP by 3 to 5 points.

LIFEACORN (LIFE ACORN)

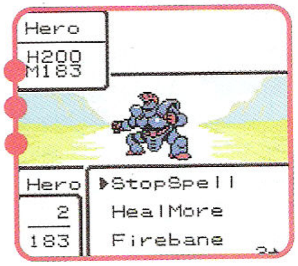
Buy	—
Sell	150G



The LifeAcorn raises your maximum HP by 4 to 6 points.

The magic you will acquire in *Dragon Warrior I* is instrumental in helping you complete your quest. Different spells are learned at different levels as your character's experience points increase. To select a Magic Spell, select CAST. The spells are listed in the order obtained. The amount of MP it costs to cast a spell is also listed below.

Use your magic sparingly. There is no Herb to refill used magic points. The only way you can restore your MP is to stay at an Inn or visit the Sage in Tantegel Castle.

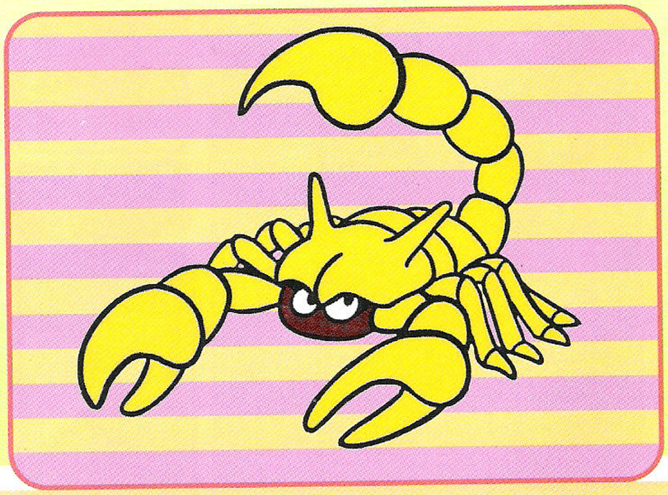

Hero
H200
M183
Hero
2
183
▶StopSpell
HealMore
Firebane

MAGIC SPELLS

SPELL	LEVEL	MP	RESULTS
Heal	3	3	Replenishes HP lost in battle and exploration
Sizz	4	2	Inflicts damage to enemy during battle
Snooze	7	2	Puts some enemies to sleep during battle
Glow	9	2	Lights up a cave without a Torch
Fizzle	10	2	Blocks the magic of some enemies
Evac	12	6	Transports you to the outside of a dungeon or cave, cannot be used during battle
Zoom	13	8	Transports you back to Tantegel Castle
Holy Protection	15	2	Keeps some monsters from attacking while on World Map
Midheal	17	8	Recovers a lot of HP
Sizzle	19	5	Causes a lot of damage to an enemy during battle

LEGEND FOR MAGIC SPELLS

Spell: Name of the spell
Level: What level the character must attain before learning the spell
MP: The amount of MP consumed each time the spell is cast
Results: Result of the spell

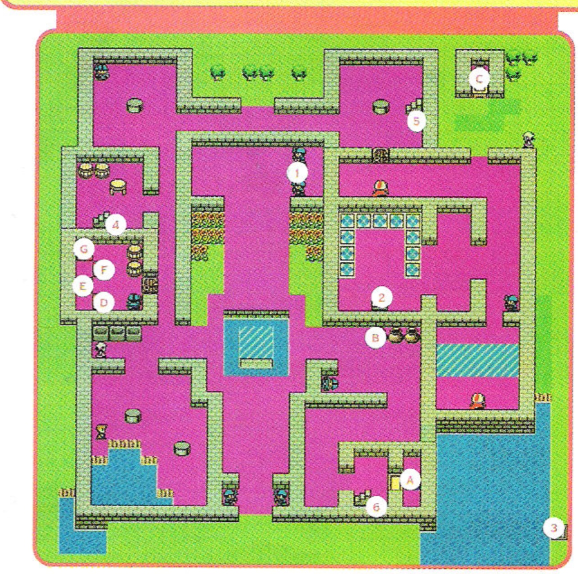


This walkthrough takes you to each location and uncovers every secret found in *Dragon Warrior I*. While we list what can be found in each village and dungeon, we do not list each of those items in the walkthrough unless they have significant importance. For locations of all of the items, refer to the maps.

TANTEGEL CASTLE

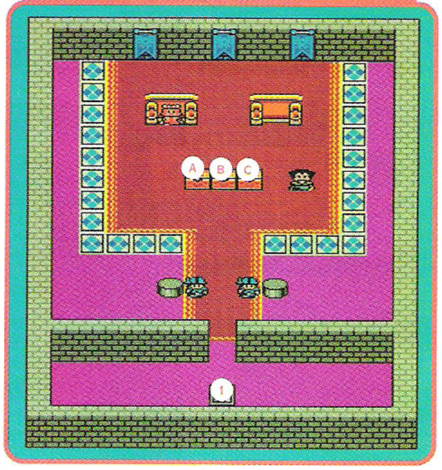
LEGEND FOR TANTEGEL CASTLE

A	MP Sage	1	Stairs to King Lars
B	Herb	2	Stairs to HP Sage
C	Key Shop	3	Stairs to Sage
D	AGLseed	4	Stairs to room
E	MysticNut	5	Stairs to room
F	Key	6	Stairs to room
G	350 Gold		



LEGEND FOR KING LAR'S CHAMBERS

A	120 Gold	C	Key
B	Torch	1	Stairs to Tantegel Castle



MONSTERS
Dracky
RedSlime
Slime
Spooky

SUGGESTED LEVEL
1

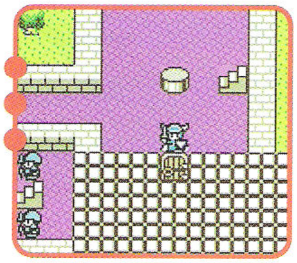
ITEMS
120 Gold
Torch
Key
Herb
AGLseed
MysticNut
350 Gold
Key

OBJECTIVES
Talk to the King
Talk to everyone
Talk to the Sage

KEY SHOP
Key 24G

*:Lady Lora is the King's only child.

light to Hero, the legendary warrior!



When you speak to the guards, you learn that Lady Lora has been kidnapped. You also hear of another town where you can purchase armor and weapons.

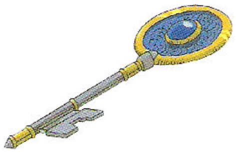
Revisit **Tantegel Castle** and speak to the **King** whenever you want to save your game.

If you talk to the **Sage** located in a room in the south side of the castle, a bright light shines, and your MP are restored! Good to know once you acquire MP!

You cannot enter the northeast side of the castle until you have more **Keys**.

IMPORTANT CONVERSATIONS

"Lady Lora is the King's only child. After the Queen's passing, she has been the King's source of support. It has been half a year since she was abducted by foul monsters. Though the King makes no mention of it, I can't begin to imagine the torment he must be feeling. Hero! I beg you to rescue Lady Lora!"



TANTEGEL

MONSTERS
Dracky
RedSlime
Slime
Spooky

OBJECTIVES
Purchase and equip the Club and Cloth Armor
Talk to everyone

REPELLENT SHOP
Repellent 12G

ITEM
Warp Wing

BLACKSMITH'S SHOP	
Bamboo Pole	10G
Club	60G
Copper Sword	180G
Cloth Armor	20G
Leathr Armor	70G
Leathr Shield	90G

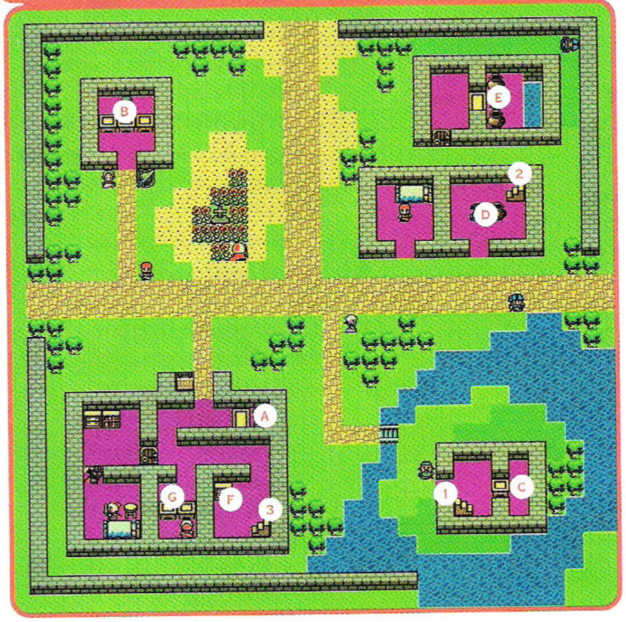
SUGGESTED LEVEL
1

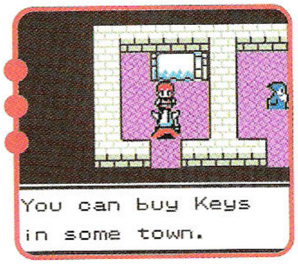
INN
3G

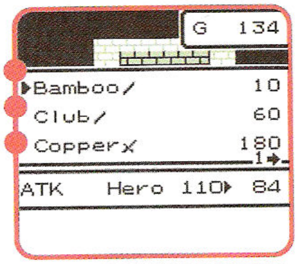
ITEM SHOP	
Herb	10G
Torch	8G
D-Scale	20G

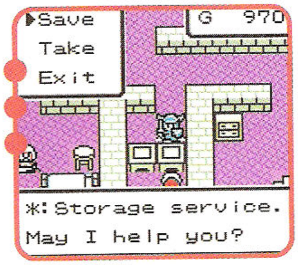
LEGEND FOR TANTEGEL

A	Inn	F	Warp Wing (Chest of Drawers)
B	Blacksmith's Shop	G	Storage Service
C	Item Shop	1	Stairs to room
D	Curse Sage	2	Stairs to room
E	Repellent Shop	3	Stairs to room




You can buy Keys
in some town.


```
G  134
▶Bamboo/    10
 Club/      60
 Copperx   180
            1▶
ATK  Hero 110▶ 84
```


```
▶Save   G  970
 Take
 Exit
```
*:Storage service.
May I help you?

When you speak to the residents of Tantegel you discover that you should travel north to the seashore, then follow the coastline west until you reach Garinham. You will also learn about a town where you can purchase Keys.

About the only things you can afford to purchase with your limited funds are the **Club** and some **Cloth Armor**. The building in the northeast corner is locked, and you cannot open it without a Key.

A merchant in Tantegel will store items and money for you at no cost!

When you leave Tantegel, you have to battle several Slime creatures before you can rise to the next level.

On your way to Garinham, be sure to explore Loto's Cave.

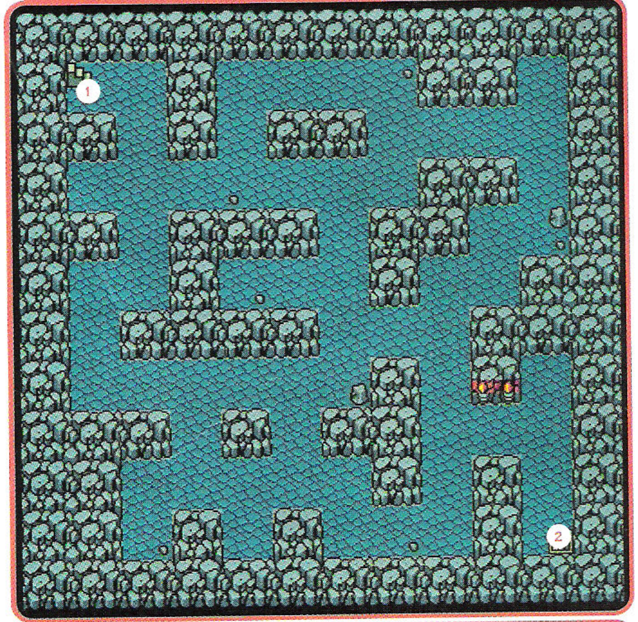
IMPORTANT CONVERSATIONS

"Rumor has it you can buy Keys in some towns."

LOTO'S CAVE

LEGEND FOR LOTO'S CAVE (FLOOR #1)

1	Entry Point	2	Stairs to Floor #2



MONSTERS
Dracky
RedSlime
Slime
Spooky

OBJECTIVES

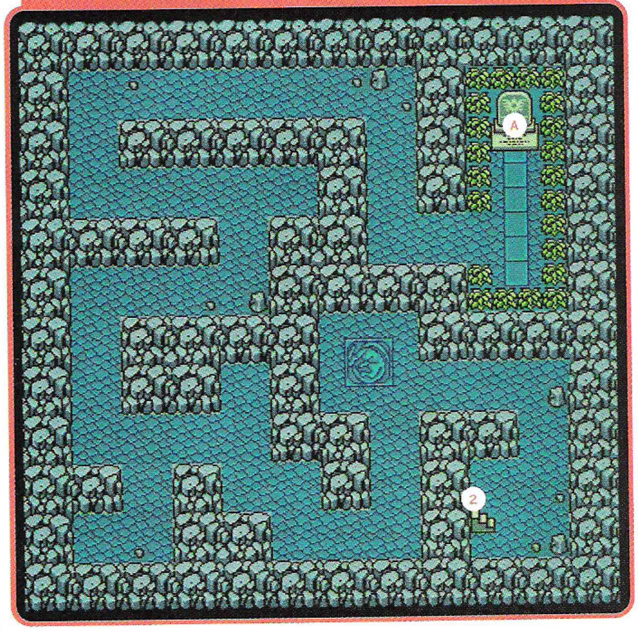
- Find the tablet
- Return to King Lars and save your game

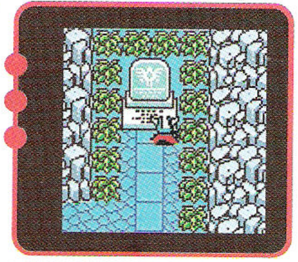
SUGGESTED LEVEL
2

ITEM
Loto's Tablet

LEGEND FOR LOTO'S CAVE (FLOOR #2)

A	Loto's Tablet	2	Stairs to Floor #1





I used them to
cross the sea and

Go to the cave northwest of Tantegel. No enemies inhabit Loto's Cave, so you can travel safely. Refer to the maps to find the best path leading to the stairs. On the second floor of the cave, you find **Loto's Tablet.** The tablet tells of Loto's battle against evil.

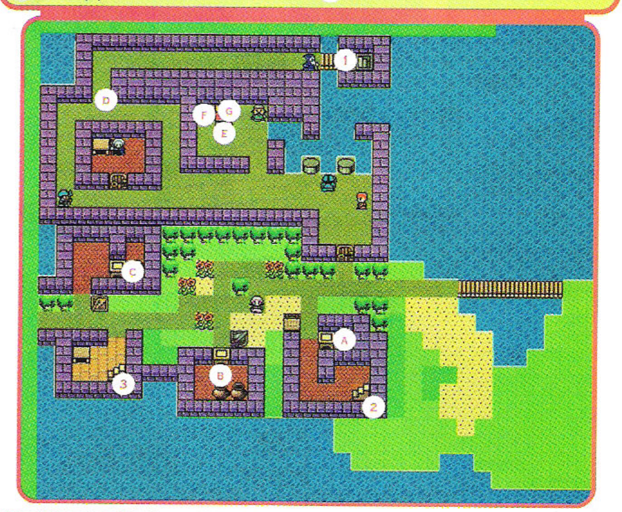
Three items are needed to reach the Isle of Dragons, south of Tantegel. The three items were entrusted to others to keep safe until a new evil arises.

By the time you have reached level 4 or 5, you can safely travel farther distances. It's time to travel to Garinham.

GARINHAM

LEGEND FOR GARINHAM

A	Inn	F	630 Gold
B	Blacksmith's Shop	G	Torch
C	Item Shop	1	Stairs to Garin's Tomb
D	Secret Entrance	2	Stairs to room
E	Copper Sword	3	Stairs to room



MONSTERS
Dracky
RedSlime
Slime
Spooky

OBJECTIVES
Talk to everyone
Raise your character's experience level
Earn enough money to buy better equipment

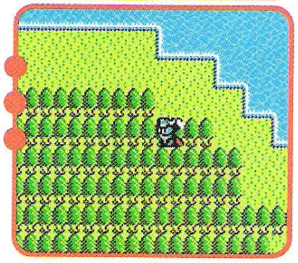
ITEM SHOP	
Herb	10G
Torch	8G
D-Scale	20G

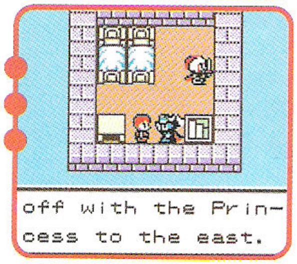
ITEMS
630 Gold
Torch
Copper Sword

INN
6G

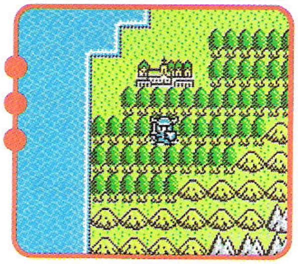
SUGGESTED LEVEL
4

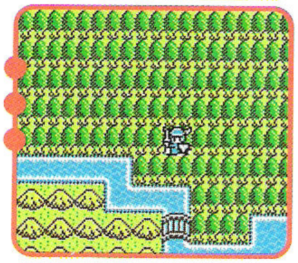
BLACKSMITH'S SHOP	
Club	60G
Copper Sword	180G
Iron Axe	560G
Leathr Armor	70G
Chain Mail	300G
Iron Shield	800G

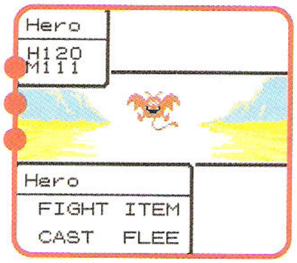




off with the Prin-
cess to the east.







Hero
H120
M111

Hero
FIGHT ITEM
CAST FLEE

By the time you reach level 4, your MP are at 10 or 11. Now you can wander a little farther away from safe ports. You can reach Garinham by traveling past Loto's Cave then heading north when you reach the western shore. You may also reach it by traveling north to the shore, then following the coastline west to reach Garinham.

In Garinham you learn that the villagers believe the Princess was kidnapped and taken to the east, where she's being hidden in a cave.

Now that you know the high cost of living in Garinham, travel around Garinham, **gaining experience and gold so you can afford some of those high-priced items.** Before too long you'll be able to buy that shiny new sword in the Blacksmith's Shop. As you can afford it, upgrade until you can buy the Chain Mail and Iron Axe.

With the Iron Axe, you'll find the enemies a little easier to defeat. This saves you time as you earn money to purchase stronger armor. You'll need strong armor and weapons before venturing into other areas.

If you cross the bridge south of Garinham you'll likely battle the MagDrackys. Your HP aren't high enough at this point to sustain a long battle; however, when you are victorious, you will find the reward in gold is worth the effort.

Spend some time on building up your **character's levels** and earning more money. The monsters are only going to get tougher from here on out, and the weapons and armor are only going to get more expensive. If you're finding yourself in need of healing after only five or six battles, you need to get those levels up. The creatures you'll soon meet can use a lot of magic and inflict some major hit point damage.

If you travel close to the second bridge, you may encounter Wyvern. It is unlikely you will survive a confrontation with them, so avoid that area for now.

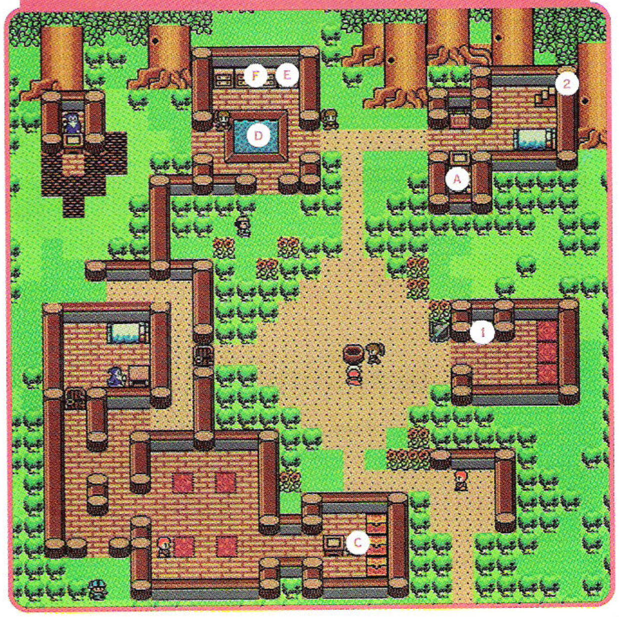
IMPORTANT CONVERSATIONS

"I...I saw it! The monster flew off with the Princess to the east. Is there someone who'd save her?"

KOL

LEGEND FOR KOL

A	Inn	E	Cloth Armor
B	Blacksmith's Shop	F	STRseed
C	Item Shop	1	Stairs to room
D	Hot Spring Bath	2	Stairs to room



MONSTERS
MagDracky
Magician
Scorpion
Skeleton
Spooky

OBJECTIVES
Learn about the Golem
Keys are sold in Rimuldar
Learn that fierce enemies are to the south

ITEM SHOP	
Herb	10G
Torch	8G
D-Scale	20G
Warp Wing	24G

ITEMS
Cloth Armor
STRseed

SUGGESTED LEVEL
5

BLACKSMITH'S SHOP	
Copper Sword	180G
Iron Axe	560G
Iron Armor	1,000G
Steel Armor	3,000G
Leathr Shield	90G

POWDER-PUFF MASSAGE
Massage 20G

INN
12G

```
*:A giant monster
called Golem is
```

```
*:I buy and sell
weapons and armor.
```

```
*:Welcome to my
item shop!
```

Travel to the northeast to find the village of Kol. In Kol you learn that fairies can put **Golems** to sleep. It is said that Golems are afraid of the music of the flute. You also learn that in **Rimuldar** you can purchase **Keys**. On your way to Kol, fighting Spookys and Magicians provides good experience points and gold pieces. Visit the Blacksmith and purchase the Steel Armor as soon as you can.

Buy the Warp Wing in Kol from the Item Shop. Warp Wings are handy when you want to be transported to Tantegel Castle in a hurry. If you have the time and the 20G, try out the Powder-Puff Massage near the hot spring bath.

NOTE

You don't need a Key to reach the Item Shop. Walk past the hot spring bath and follow the inside tree line around.

IMPORTANT CONVERSATIONS

"I heard rumors about a shop in Rimuldar that sells Keys."

RAIN SHRINE

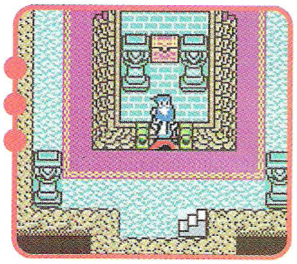
MONSTERS
MagDracky
Magician
Scorpion
Skeleton
Spooky

OBJECTIVE

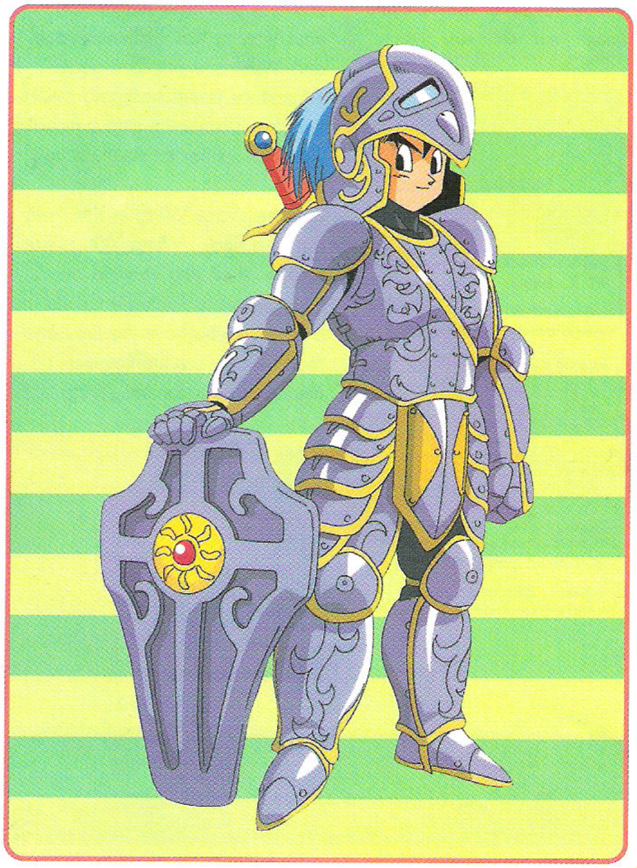
Find the ShinyHarp

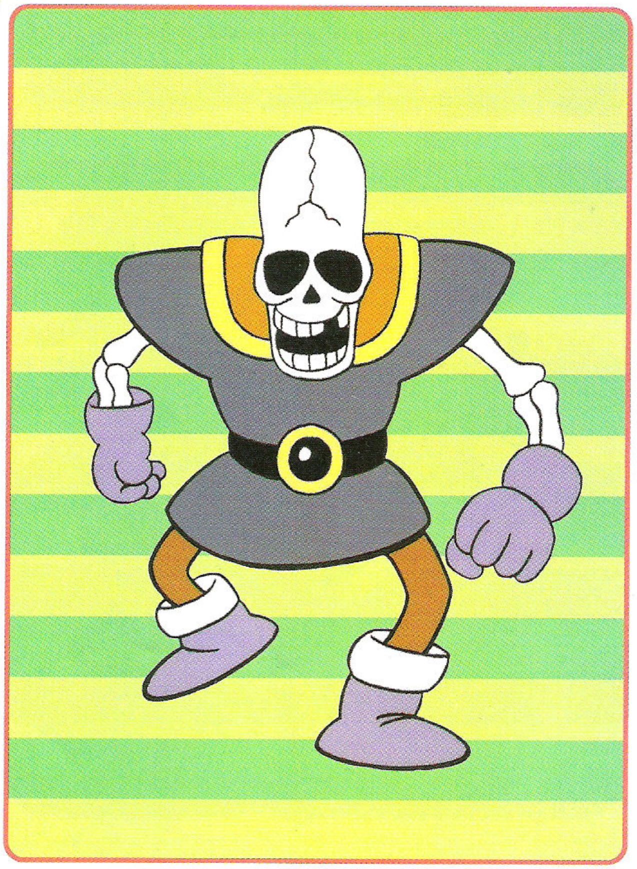
SUGGESTED LEVEL

5 or 6



Visit the Rain Shrine northwest of Kol. The Rain Shrine is really a room with an old man sitting inside. He tells you that to prove your bravery you must find and bring to him the **ShinyHarp**. That is all you can do in the Rain Shrine at this point. Return here once you have found the ShinyHarp.

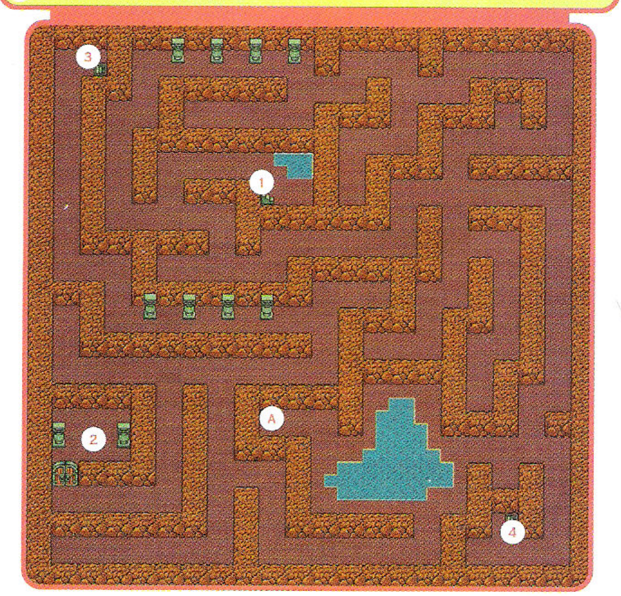




ROCKY CAVE

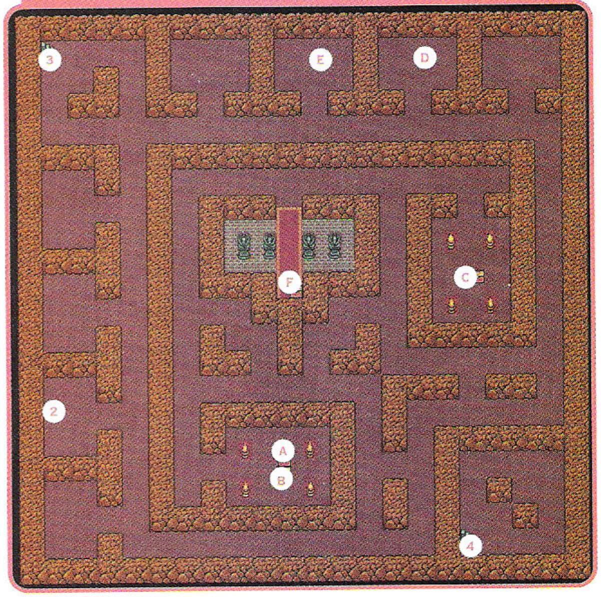
LEGEND FOR ROCKY CAVE (FLOOR #1)

①	Entry Point	③	Stairs to Floor #2
Ⓐ	350 Gold	④	Stairs to Floor #2
②	Stairs to Floor #2		



LEGEND FOR ROCKY CAVE (FLOOR #2)

2	Stairs to Floor #1	C	Iron Shield
3	Stairs to Floor #1	D	Torch/Choker
4	Stairs to Floor #1	E	670 Gold
A	STRseed	F	War Ring
B	MysticNut		



OBJECTIVE

Find the War Ring

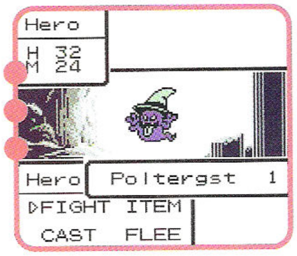
ITEMS
War Ring
350 Gold
670 Gold
Torch
STRseed
MysticNut
Iron Shield

SUGGESTED LEVEL

7

MONSTERS
Drackeema
Droll
Druin
Eyeder
Magician
Poltergst
Scorpion
Skeleton
Spooky

```
What's this?
The War♁?
```



```
Hero
H 32
M 24
Hero  Poltergst    1
▷FIGHT  ITEM
 CAST   FLEE
```

If you're feeling particularly strong and up to a little more spelunking, travel to the Rocky Cave south of Garinham. Be certain to have a supply of Torches with you. The **War Ring** can be found on the second floor. If you can, gather the other treasures. Refer to the map for the location and contents of the treasure chests.

Watch out for Poltergst. They are strong and use magic a great deal.

CAUTION

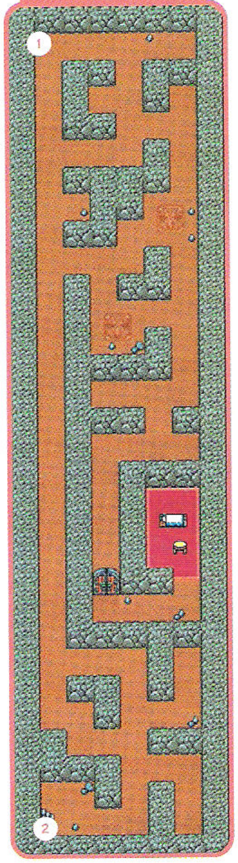
On your way to the Marshy Cave, you must cross a poisonous swamp. Each step in this poisonous swamp area takes HP away from your character. Pack several Herbs in your inventory and use them as you cross the swamp, if necessary.

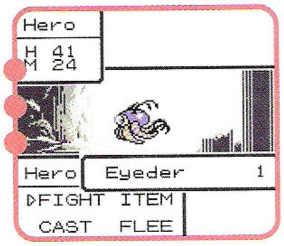
MARSHY CAVE

MARSHY CAVE

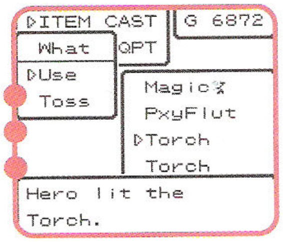
1	Entry Point	2	Exit

MONSTERS
Eyeder
Magician
Scorpion
Spooky

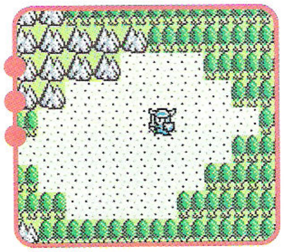




```
Hero
H 41
M 24
Hero  Eyeder       1
▷FIGHT ITEM
 CAST  FLEE
```



```
▷ITEM CAST  G 6872
 What  QPT
▷Use
 Toss        Magic%
             PxyFlut
            ▷Torch
             Torch
Hero lit the
Torch.
```



When you enter the Marshy Cave to the south of Kol, on your way to the southern island, you may encounter the Eyeder. At level 7, the Eyeder shouldn't cause you too many problems.

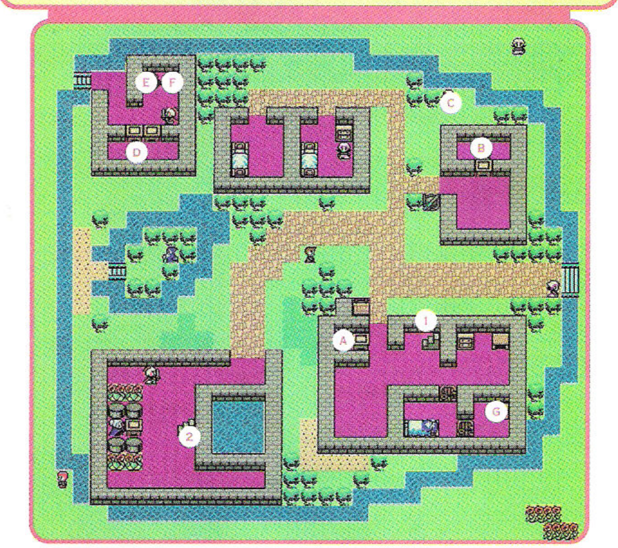
When you enter the cave, light a Torch to illuminate the cave and reach the stairs. Stay along the west wall of the cave for now.

In the desert area south of the cave exit, watch out for the Wolves and Scorpions that may attack. Rimuldar is southwest of the mountain range.

RIMULDAR

LEGEND FOR RIMULDAR

A	Inn	F	DEFseed
B	Blacksmith's Shop	G	LifeAcorn
C	Item Shop	1	Stairs to room
D	Key Shop	2	Stairs to room
E	123 Gold		



MONSTERS

MONSTERS
Druin
MagDracky
Magician
MtlScrpio
Scorpion
Skeleton
Wolf

OBJECTIVES

- Learn about the Sun Stone
- Learn the location of the PxyFlut
- Buy Keys

ITEM SHOP	
Herb	10G
Torch	8G
Warp Wing	24G

ITEMS
123 Gold
DEFseed
LifeAcorn

KEY SHOP
Key 16G

BLACKSMITH'S SHOP	
Copper Sword	180G
Iron Axe	560G
Steel Sword	1,500G
Iron Armor	1,000G
Steel Armor	3,000G
Magic Armor	7,700G

SUGGESTED LEVEL
8

INN
24G

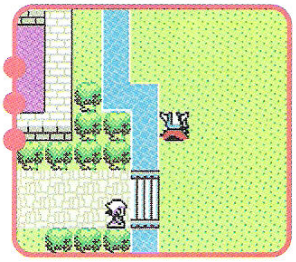
When you reach Rimuldar and talk to the villagers, an old man will tell you that you can find the **Sun Stone** in Tantegel Castle.

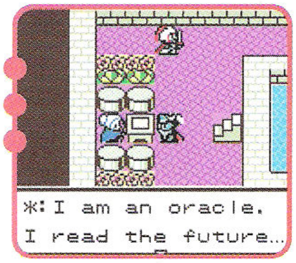
I've heard that
the Sun Stone is

IMPORTANT CONVERSATIONS

"Did you know? There's a small shrine northwest of Kol. I heard an odd old fellow lives there by himself."

rainbow at the far
west of this land.




✱: I am an oracle.
I read the future...

On the west side of town, talk to the old man and he tells you that on the western part of the island, Loto created a rainbow.

Follow the water's edge around the north side of town. Enter the brick area to find a secret room where **Keys** are sold. You can buy only up to six Keys at a time.

Enter the stone building in the southwest corner of town. Talk to the oracle, who asks if you have found a sacred shrine. If not, you will be told to travel to the south.

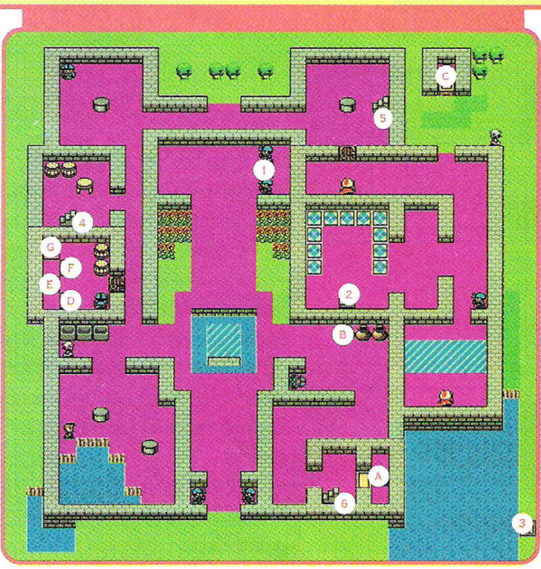
NOTE

Help the young couple find each other and you will learn valuable information about something hidden in Kol.

TANTEGEL CASTLE

LEGEND FOR TANTEGEL CASTLE

A	MP Sage	1	Stairs to King Lars
B	Herb	2	Stairs to HP Sage
C	Key Shop	3	Stairs to Sage
D	AGLseed	4	Stairs to room
E	MysticNut	5	Stairs to room
F	Key	6	Stairs to room
G	350 Gold		

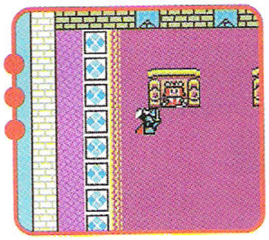


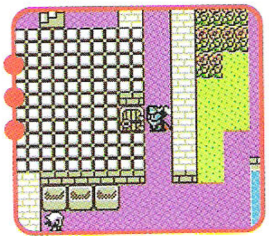
ITEMS
Key
AGLseed
MysticNut
350 Gold
Herb

OBJECTIVES
Save your game
Get the treasure from the chests
Learn about Garin's Tomb

MONSTERS
Dracky
RedSlime
Slime
Spooky

KEY SHOP
Key 24G





Go to the town of
Garinham and push

Now that you have Keys, return to Tantegel Castle. If your HP and MP are low, and if you have Warp Wing, use it to return to the castle immediately. You can always battle your way back to Rimuldar once your levels have risen sufficiently. By the time you reach the castle, you should have risen to level 9 or 10. Visit King Lars and **save your game** before returning to the southern island.

While at the castle, use a Key to open the door leading to **treasure chests** in the room on the west side of the castle. You can purchase more Keys from the Key Shop in the northeast corner.

In the southeast corner of the castle, a guard tells you about **Garin's Tomb**. This is useful information when you return to Garinham. Watch your HP when you try to reach this guard. The area you must cross to reach him is deadly and will quickly exhaust your character. Visit the healer on the upper level before leaving.

KOL

MONSTERS
MagDracky
Magician
Scorpion
Skeleton
Spooky

OBJECTIVE
Find the PxyFlut

INN
12G

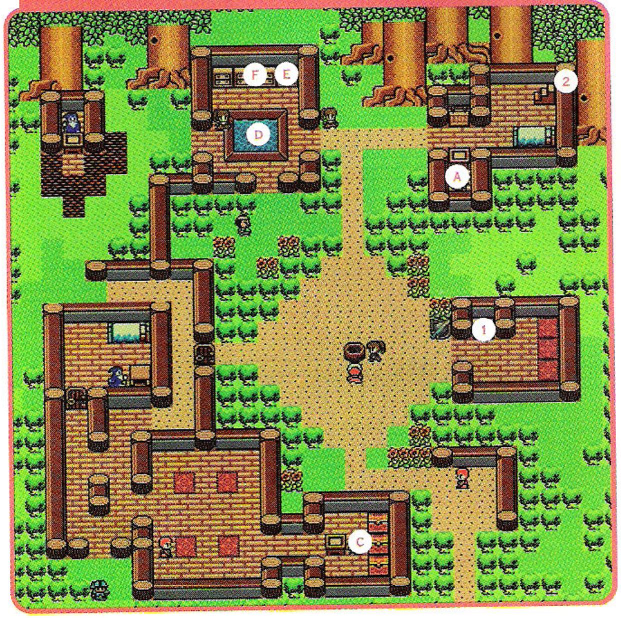
SUGGESTED LEVEL
9 or 10

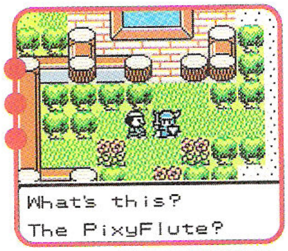
BLACKSMITH'S SHOP	
Copper Sword	180G
Iron Axe	560G
Iron Armor	1,000G
Steel Armor	3,000G
Leathr Shield	90G

ITEM SHOP	
Herb	10G
Torch	8G
D-Scale	20G
Warp Wing	24G

ITEMS
Cloth Armor
STRseed

LEGEND FOR KOL			
A	Inn	E	Cloth Armor
B	Blacksmith's Shop	F	STRseed
C	Item Shop	1	Stairs to room
D	Hot Spring Bath	2	Stairs to room





What's this?
The PixyFlute?

*: Then, head for
Mercado.

Now that you know there is a secret item in Kol, stop by and pick it up before returning to Rimuldar and the Sacred Shrine.

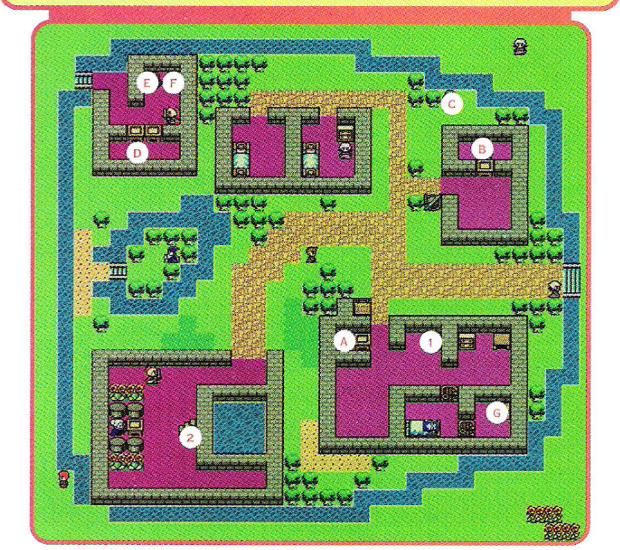
Go to the fountain in the north part of the village. Walk three steps south of the fountain and search the ground to find the **PxyFlut**.

Use a Key to access the area on the west side of town. A villager tells you to visit Mercado.

RIMULDAR

LEGEND FOR RIMULDAR

A	Inn	F	DEFseed
B	Blacksmith's Shop	G	LifeAcorn
C	Item Shop	1	Stairs to room
D	Key Shop	2	Stairs to room
E	123 Gold		



MONSTERS
Druin
MagDracky
Magician
MtlScrpio
Scorpion
Skeleton
Wolf

ITEM SHOP	
Herb	10G
Torch	8G
Warp Wing	24G

ITEM
123 Gold
DEFseed
Life Acorn

OBJECTIVE

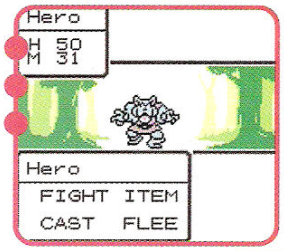
Earn enough money to buy better armor and weapons

KEY SHOP
Key 16G

INN
24G

BLACKSMITH'S SHOP	
Copper Sword	180G
Iron Axe	560G
Steel Sword	1,500G
Iron Armor	1,000G
Steel Armor	3,000G
Magic Armor	7,700G

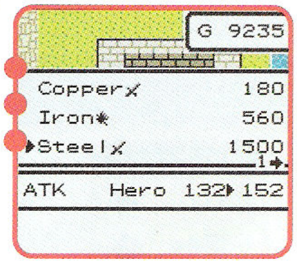
SUGGESTED LEVEL
9 or 10


Hero
H 50
M 31

Hero
FIGHT ITEM
CAST FLEE

Fight your way back to Rimuldar and stay at the Inn to revive your stats.

Battle in the area surrounding Rimuldar to earn enough gold to purchase the **Steel Sword** and the **Steel Armor**. There are plenty of enemies near the Rimuldar entrance path to battle to earn enough gold.


G 9235

Copper 180
Iron 560
▶Steel 1500

ATK Hero 132▶152

Purchase the Steel Sword as soon as you can afford it. The Steel Sword inflicts almost twice the damage of the Iron Axe.

SACRED SHRINE

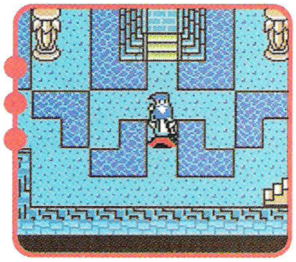
MONSTERS
Goldman
MtlScrpio
Wolflord
Wraith
Wyvern

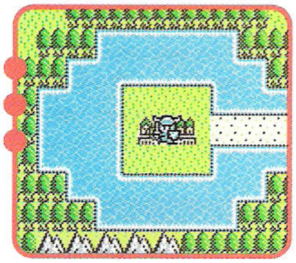
OBJECTIVE

Build up your levels

SUGGESTED LEVEL
11

Cross the bridge south of Rimuldar to reach the Sacred Shrine. The first time you speak to the old man at the shrine, you won't learn anything. Because you have nothing to prove that you are the descendent of Loto, he transports you out of his cave.





By now, your character should be at level 10. You'll need to spend more time raising your levels before traveling to other areas. Earn money around Rimuldar by defeating enemies, and purchase the Magic Armor as soon as you can. When you walk around wearing the Magic Armor, you notice your hit points increasing with every few steps you take. This saves you the MP you might have spent healing your character.

After you have purchased the Magic Armor, return to King Lars and save your game. Don't forget to have your HP and MP restored by the Sages. When you leave Tantegel Castle, travel back to Garinham.

GARINHAM

MONSTERS
Dracky
RedSlime
Slime
Spooky

OBJECTIVE

Find Garin's Tomb

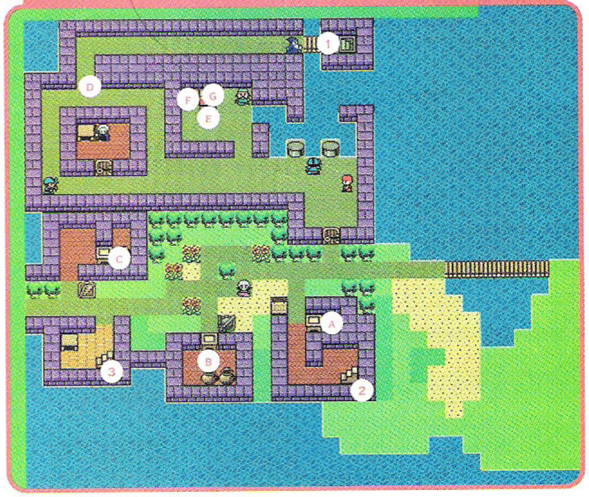
ITEM SHOP	
Herb	10G
Torch	8G
D-Scale	20G

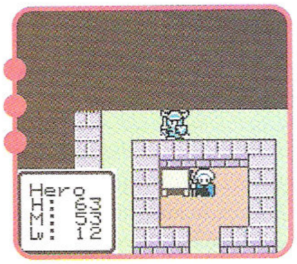
ITEMS
630 Gold
Copper Sword
Torch

INN
6G

LEGEND FOR GARINHAM

A	Inn	F	630 Gold
B	Blacksmith's Shop	G	Torch
C	Item Shop	1	Stairs to Garin's Tomb
D	Secret Entrance	2	Stairs to room
E	Copper Sword	3	Stairs to room





BLACKSMITH'S SHOP

Club	60G
Copper Sword	180G
Iron Axe	560G
Leathr Armor	70G
Chain Mail	300G
Iron Shield	800G

To find Garin's Tomb, use a Key on the door in the northeast. Once you have entered, go to the northwest corner. Three blocks east of the corner, walk up and enter a secret area. The old man warns you about **Garin's Tomb**. Go downstairs and enter the cave.

GARIN'S TOMB

ITEMS

- Key
- 537 Gold
- LifeAcorn
- ShinyHarp

OBJECTIVE

Find the ShinyHarp

SUGGESTED LEVEL

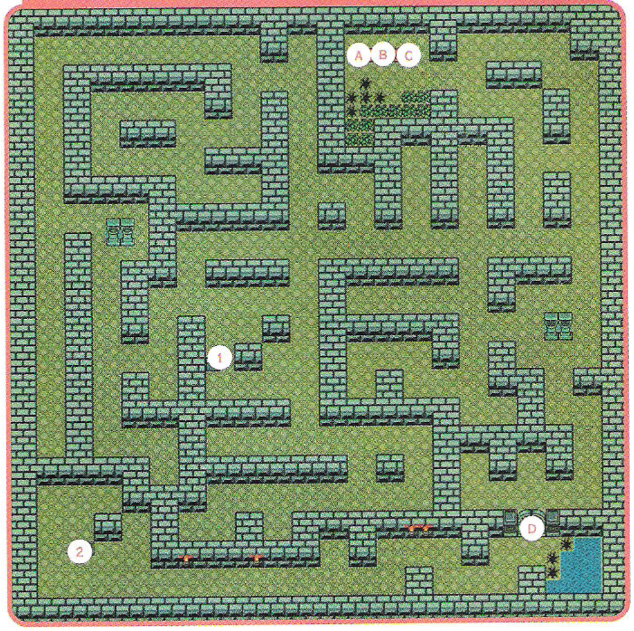
13

MONSTERS

DeadNite	Druin	Skeleton
Drackeema	Eyedrlord	Specter
Droll	MtlScrpio	Wolf
Drollmagi	Poltergst	Wolflord

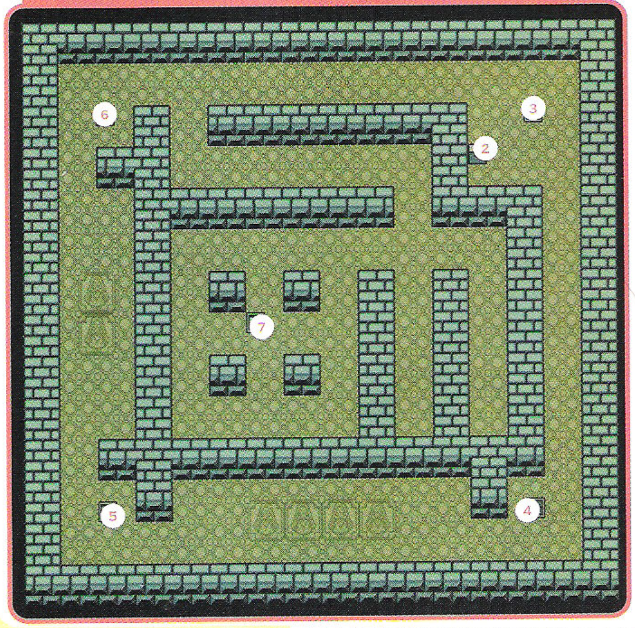
LEGEND FOR GARIN'S TOMB (FLOOR #1)

1	Entry Point	C	LifeAcorn
A	Key	D	Locked Door
B	537 Gold	2	Stairs to Floor #2



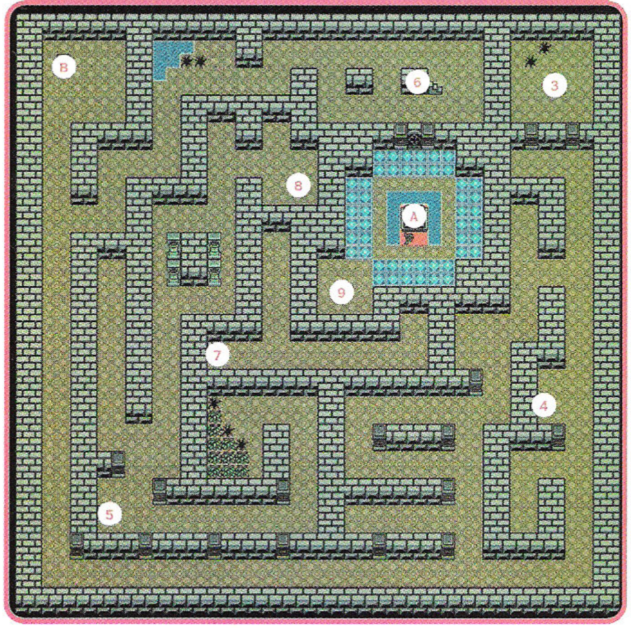
LEGEND FOR GARIN'S TOMB (FLOOR #2)

2	Stairs to Floor #1	5	Stairs to Floor #3
3	Stairs to Floor #3	6	Stairs to Floor #3
4	Stairs to Floor #3	7	Stairs to Floor #3



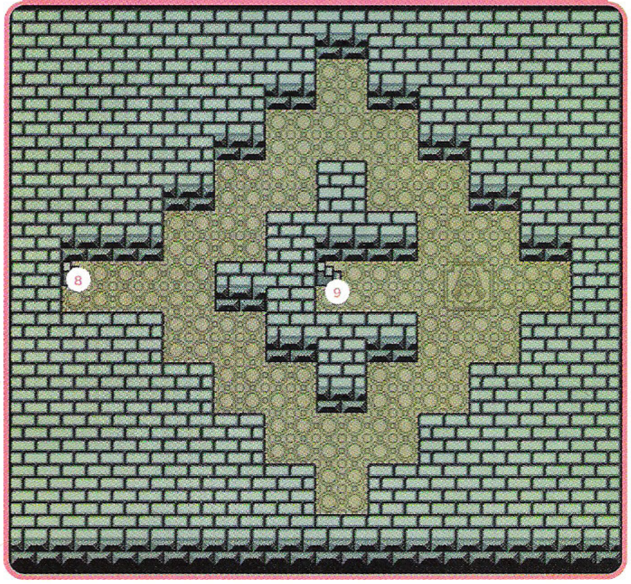
LEGEND FOR GARIN'S TOMB (FLOOR #3)

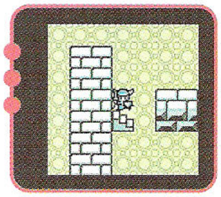
3	Stairs to Floor #2	8	Stairs to Floor #4
4	Stairs to Floor #2	9	Stairs to Floor #4
5	Stairs to Floor #2	A	ShinyHarp
6	Stairs to Floor #2	B	Empty Treasure Chest
7	Stairs to Floor #2		

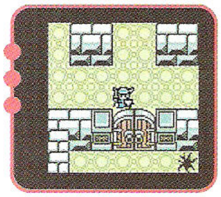


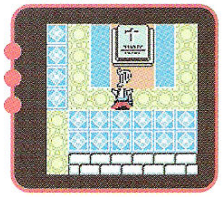
LEGEND FOR GARIN'S TOMB (FLOOR #4)

8	Stairs to Floor #3	9	Stairs to Floor #3









The passages of Garin's Tomb crawl with many powerful enemies. Have plenty of Herbs and HP to survive this task. With the winding passageways and dead-ends, it's easy to get lost in Garin's Tomb. Refer to the maps to find your way to the treasures hidden inside.

Use a Key in the door in the southeast side of the first floor of the dungeon.

Take the last set of stairs up to reach the **ShinyHarp**. Now that you have the ShinyHarp, travel back to the Rain Shrine, northwest of Kol. Be sure to stop over in Tantegel Castle to save your game before continuing to the Rain Shrine.

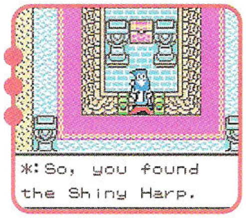
RAIN SHRINE

OBJECTIVE

Trade the ShinyHarp for the RainStaff

SUGGESTED LEVEL

11



*:So, you found the Shiny Harp.

When you speak to the old man in front of the treasure chest, he sees that you have brought the ShinyHarp. He then instructs you to take the contents of his treasure chest. When you do, you receive the **RainStaff**. Return to Tantegel Castle.

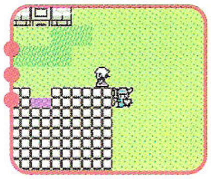
TANTEGEL CASTLE

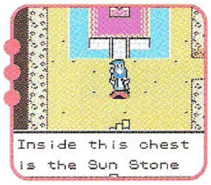
OBJECTIVE

Get the Sun Stone

ITEMS
Herb
LifeAcorn
Sun Stone

MONSTERS
Dracky
RedSlime
Slime
Spooky





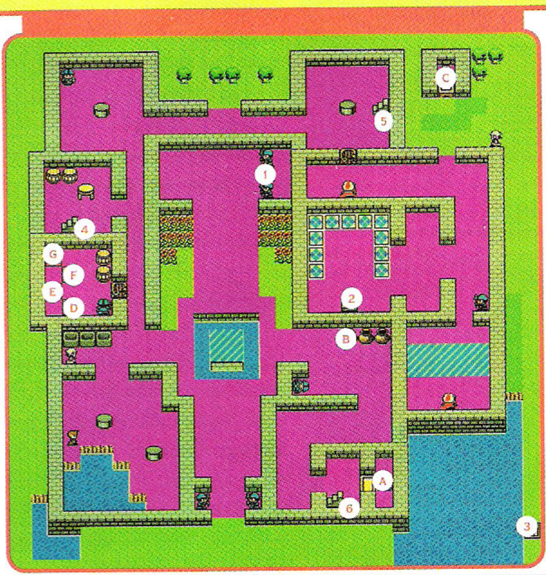
Inside this chest is the Sun Stone

Once you reach Tantegel Castle, use a Key to access the northeast corner of the castle. Then walk south along the east wall of the castle to reach another set of stairs.

The old man downstairs instructs you to take the contents of the treasure chest. Inside the chest, you find the **Sun Stone**. Follow the old man to his room to get the Herb and LifeAcorn from the chest of drawers.

LEGEND FOR TANTEGEL CASTLE

A	MP Sage	1	Stairs to King Lars
B	Herb	2	Stairs to HP Sage
C	Key Shop	3	Stairs to Sage
D	AGLseed	4	Stairs to room
E	MysticNut	5	Stairs to room
F	Key	6	Stairs to room
G	350 Gold		

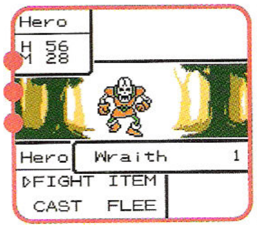


IMPORTANT CONVERSATIONS

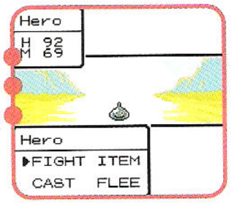
> *"Ah, Hero! I knew of this. I knew that a descendent of Loto would arrive one day. Inside this chest is the Sun Stone which Loto left in my care years ago. It is vital for your quest to defeat DracoLord! Go on, open the chest!"*

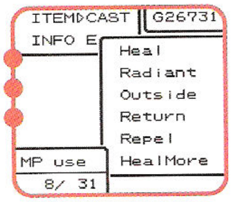
TIME TO LEVEL UP

Before gathering more items, do some serious leveling up. The monsters in the new areas are much more powerful. You should be around level 12 or 13 by now, but increase your character's level to at least level 15 or 16 before exploring new areas. You can choose either the area south of Rimuldar or the area south of Garinham to build up your character's level. If you want additional gold, battle the Goldman south of Garinham. Metaly also offers a great deal of experience points. Your experience points won't skyrocket, but your wallet will fill up quickly. Because your new travels involve crossing the two bridges south of Garinham, you may want to gain your experience points there.


Hero
H 56
M 28
Hero Wraith 1
▷FIGHT ITEM
CAST FLEE

MONSTERS	
ArmKnight	
DeadNite	
Goldman	
MagWyvern	
Metaly	
MtlScrpio	
RgeScrpio	
ShdwKnght	
Wolflord	
Wraith	
Wyvern	


Hero
H 92
M 69
Hero
▶FIGHT ITEM
CAST FLEE


ITEM▷CAST G26731
INFO E
Heal
Radiant
Outside
Return
Repel
HealMore
MP use
8/ 31

If you are spending most of your time healing, return to Rimuldar and battle the creatures surrounding the town. They give you almost the same amount of experience, but with Rimuldar so close, you can revive your character at the Inn.

By the time you have reached level 16, you should be strong enough to cross the second bridge south of Garinham.

At level 17, you learn the HealMore spell. You should feel confident enough at this point to challenge the ShdwKnghts found closer to Domdora. Though the HealMore spell provides a recuperation of up to 100 HP, it costs 8 MP to cast.

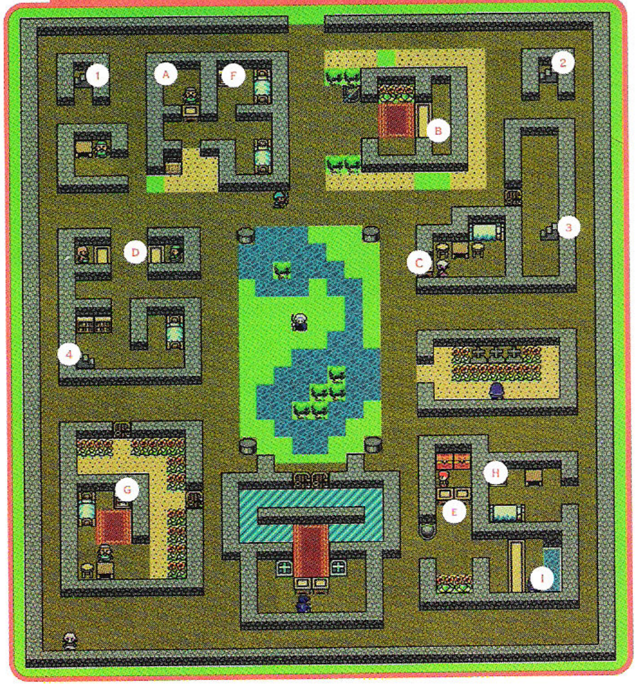
NOTE

Your best chance of finding Metaly monsters is near the bridge south of Domdora. Wander around that area and you might bag one of those experience-filled creatures.

MERCADO

LEGEND FOR MERCADO

A	Inn	H	MysticNut
B	Blacksmith's Shop #1	I	Repellent Shop
C	Item Shop #1	1	Stairs to Storage Service
D	Item Shop #2	2	Stairs to room
E	Blacksmith's Shop #2	3	Stairs to Blacksmith's Shop #3 and Key Shop
F	DEFseed	4	Stairs to room
G	Key		



MONSTERS
ArmKnight
Dragon
DruinLord
Golem
MagWyvern
ShdwKnght
StarWyvrn
Werewolf

OBJECTIVES

Gather information on the Loto Armor

ITEM SHOP	
D-Scale	20G
Warp Wing	24G

ITEMS
DEFseed
MysticNut
Key

INN
50G

SUGGESTED LEVEL
17

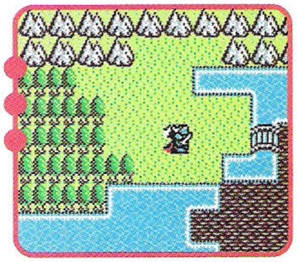
BLACKSMITH'S SHOP	
Bamboo Pole	10G
Club	60G
Copper Sword	180G
Leathr Armor	70G
Chain Mail	300G
Iron Shield	800G

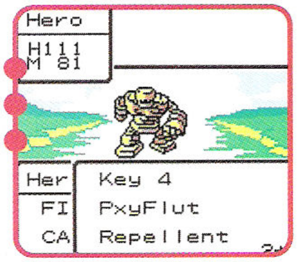
REPELLENT SHOP
Repellent 12G

KEY SHOP
Key 32G

BLACKSMITH'S SHOP (SOUTHEAST)	
Iron Axe	560G
Steel Sword	1,500G
Steel Armor	3,000G
Magic Armor	7,700G

SPECIAL BLACKSMITH'S SHOP (EAST, BEHIND LOCKED DOOR)	
Flame Sword	9,800G
Silver Shield	14,800G





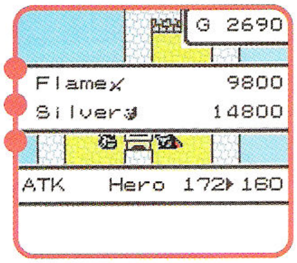
Hero
H111
M 81
Her
FI
CA
Key 4
PxyFlut
Repellent

To reach Mercado, cross the bridge southeast of Domdora. Once across the bridge, head north along the shoreline and cross the second bridge. Heal yourself once you have crossed the poisonous swamp.

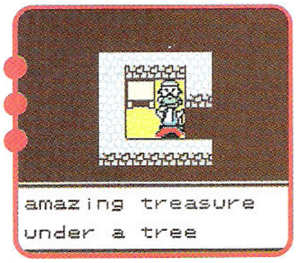
You will recognize Mercado by the stone wall surrounding it. Have your character fully healed before entering Mercado, for as soon as you enter, you get attacked by a Golem. Remember the PxyFlut you received so long ago in Kol? Now is the time to use it. The Golem is susceptible to the music of the PxyFlut and falls asleep when hearing it.

NOTE

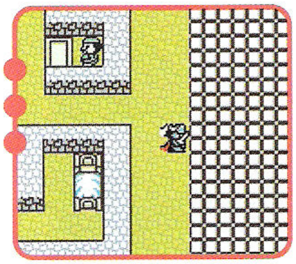
You may be able to defeat the Golem while it sleeps, but it's more likely that you can only get in two attacks. If the Golem awakens and attacks, be prepared to lose as many as 30 HP. Select the PxyFlut once again and lure the Golem to sleep, then finish it off. Now you may enter Mercado.

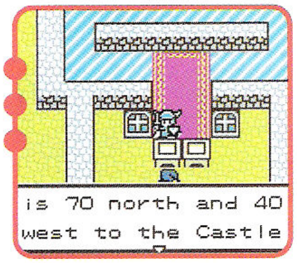


G 2690
Flamex 9800
Silvery 14800
ATK Hero 172▸160



amazing treasure
under a tree





is 70 north and 40
west to the Castle

There are many shops in which to purchase weapons and armor; however, you should already own most of the items. Purchase the Flame Sword and Silver Shield as soon as you can afford to. The Blacksmith's Shop that sells the Flame Sword and Silver Shield is on the second floor, behind a locked door.

Speak to the villagers to pick up a few clues to the location of the **Loto Armor** in Domdora.

Search along the gray wall in the center of town to reach the old man inside. He tells you that you can learn how to obtain proof that you are the descendent of Loto by talking to someone in Mercado!

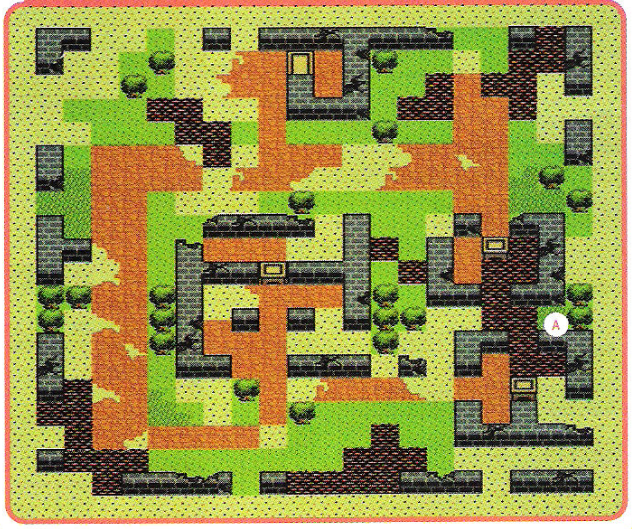
Follow the grassy path to the south and exit to a set of locked doors. Unlock one of the doors to reach the old man behind the stone wall. He tells you to search from Tantegel Castle 70 to the south and 40 to the east. Though he doesn't say what you will find, perhaps this is the clue that will help you locate proof of your heritage.

At level 19 you learn the Firebane spell, which inflicts a surprising amount of damage on enemies. Earning enough gold to buy the Silver Shield just got a lot easier.

DOMDORA

LEGEND FOR DOMDORA

Ⓐ Loto Armor



MONSTERS

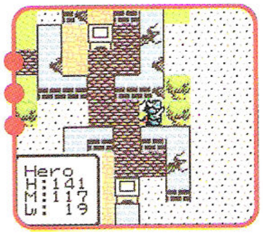
- Dragon
- Druinlord
- MadKnight
- StarWyvrn
- Werewolf

OBJECTIVE

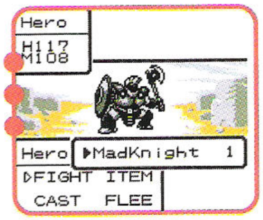
Find the Loto Armor

SUGGESTED LEVEL

17 to 18



Hero
H:141
M:117
L: 19



Hero
H117
M108

Hero ▶MadKnight 1
▷FIGHT ITEM
CAST FLEE

DracoLord's minions destroyed the town of Domdora. No one is left in town except for fierce roaming monsters.

Go to the row of trees on the east side of town. You may encounter several enemies on your way, but keep your character at maximum health.

As soon as you near the lines of trees, a MadKnight attacks. It's a powerful enemy, and may take up to six or seven attacks. Try casting StopSpell on the MadKnight as soon as the battle begins. The enemy attempts to put you to sleep, and you don't want to be dozing when this bully attacks you. Keep an eye on your HP and use HealMore when necessary. When you defeat the MadKnight, search the ground and you will find the **Loto Armor**. Now that you have the Loto Armor, your HP recoup with each step you take, unlike the Magic Armor that restored one HP every several steps.

NOTE

If you want to restore HP without wandering into a monster, step into any village and walk around. Loto Armor quickly restores your entire HP with little effort.

Now that you have the Flame Sword, the Loto Armor, and the Silver Shield, it's time to save the Princess! Be sure you have Keys in your inventory before leaving Mercado. Return to Tantegel Castle and talk to the King to save your game, then max out your HP and MP before heading back to the Marshy Cave.

You may want to cast Repel when you leave the castle to avoid time-consuming confrontations with weaker monsters.

MARSHY CAVE

MONSTERS

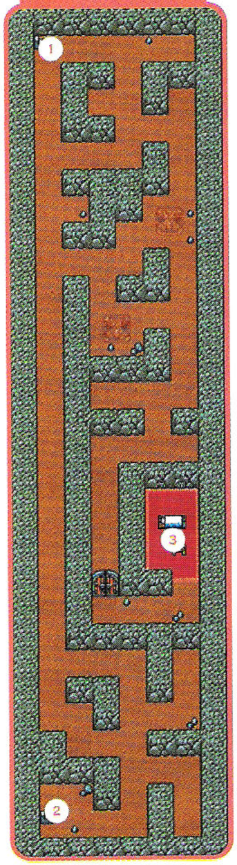
- Dragon
- Eyeder
- Magician
- Scorpion
- Spooky

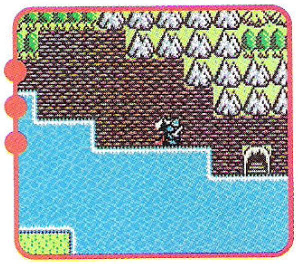
OBJECTIVES

- Defeat the Dragon
- Save the Princess

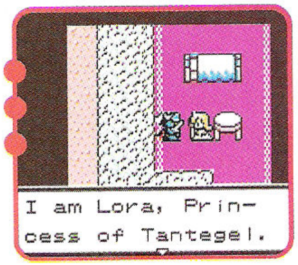
LEGEND FOR MARSHY CAVE

① Entry Point
② Exit
③ Princess & Dragon



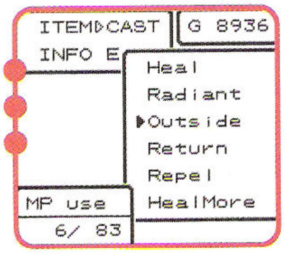


Wearing Loto Armor, you won't have to worry about the poisonous swamp that must be crossed before reaching the Marshy Cave.



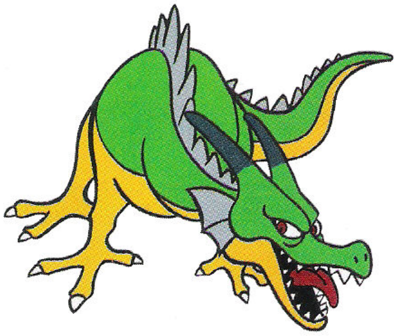
I am Lora, Princess of Tantegel.

When you enter the Marshy Cave, either cast Radiant or select a Torch from your inventory to light the way. Instead of staying to the west of the cave, go to the east and then south. Unlock the gate, and follow the path around. A **Dragon** will confront you when you near the location of Lady Lora, but you should be able to defeat it. When you reach **Lady Lora**, she tells you she is Lady Lora, daughter of King Lars, and asks that you return her to the castle.



ITEM▷CAST G 8936
INFO E
Heal
Radiant
▶Outside
Return
Repel
HealMore
MP use
6/ 83

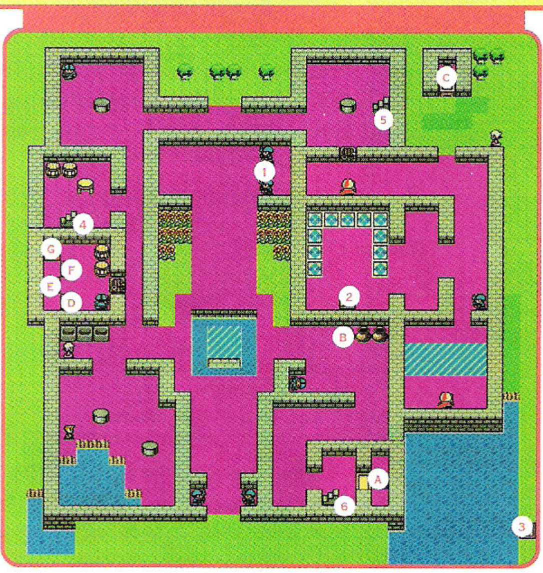
Cast Outside to exit the cave, then cast the Return spell to take you and Lady Lora back to Tantegel Castle.



TANTEGEL CASTLE

LEGEND FOR TANTEGEL CASTLE

A	MP Sage	1	Stairs to King Lars
B	Herb	2	Stairs to HP Sage
C	Key Shop	3	Stairs to Sage
D	AGLseed	4	Stairs to room
E	MysticNut	5	Stairs to room
F	Key	6	Stairs to room
G	350 Gold		

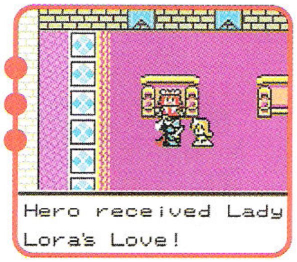


OBJECTIVES

- Receive Lady Lora's Love
- Save your game

MONSTERS

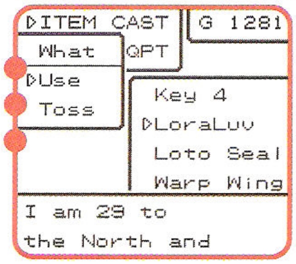
- Dracky
- RedSlime
- Slime
- Spooky



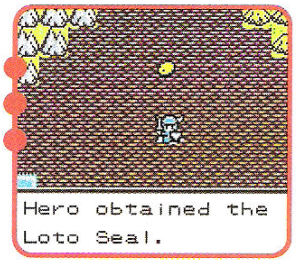
Hero received Lady Lora's Love!

Speak to the King when you return to the castle and **Lady Lora** will reward you with her **love.**

LOTO SEAL



```
▷ITEM CAST  G 1281
 What  QPT
▷Use        Key 4
 Toss      ▷LoraLuv
            Loto Seal
            Warp Wing
I am 29 to
the North and
```



Hero obtained the Loto Seal.

Now that you have LoraLuv, select it from the inventory. Lady Lora tells you how many experience points you need to reach the next level. She also tells you your navigational points from the castle. Do you remember what the old man told you in Mercado? He told you to search from Tantegel Castle 70 to the south and 40 to the east. Use LoraLuv to find out what's there.

Travel back toward Mercado, but take the southern path to the swamp. Continue east through the first swamp until you reach the second, smaller swamp. Refer to LoraLuv often to pinpoint your position in the swamp. When Lady Lora tells you her castle is 70 north and 40 west of you, search the ground to find the **Loto Seal**.

After you find the Loto Seal, use the Return spell to fly to Tantegel Castle and **save your game**.

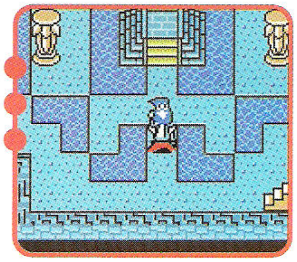
SACRED SHRINE

MONSTERS

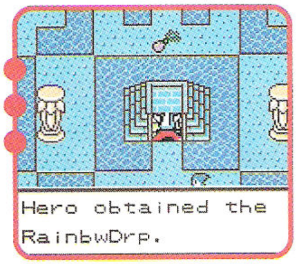
- Goldman
- MtlScrpio
- Wolflord
- Wraith
- Wyvern

OBJECTIVE

- Get the RainbwDrp

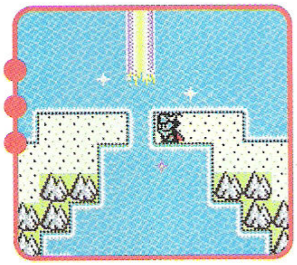


Now that you have the Loto Seal, the RainStaff, and the Sun Stone, you can visit the old man at the Sacred Shrine.


Hero obtained the RainbwDrp.

When you speak to the old man, he transforms the RainStaff and the Sun Stone into the **RainbwDrp**.

RAINBOW BRIDGE



Take the RainbwDrp to a small point of land northwest of Rimuldar. (Refer to the World Map for the exact location to activate the RainbwDrp.) Select the RainbwDrp from your Item list and you form a **Rainbow Bridge** that you can cross to reach DracoLord!

CAUTION

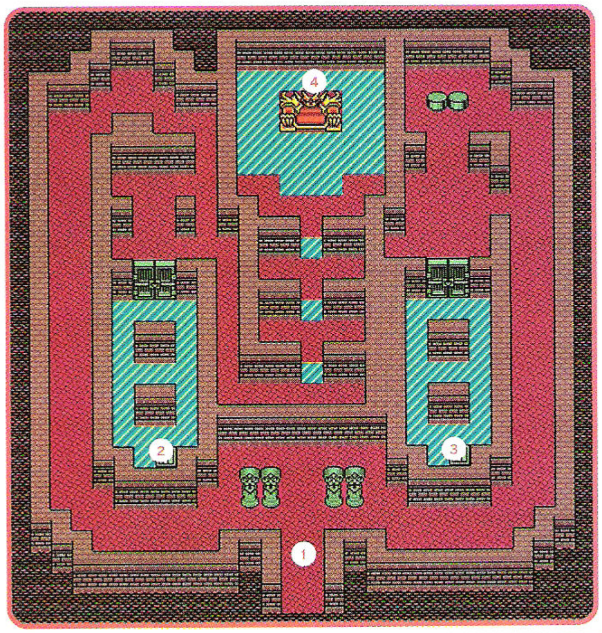
If your character is not at least at level 20, battle more enemies to reach that point. Refer to the Chapter 6 bestiary to get an idea of the types of monsters you might encounter in these areas. DracoLord and his minions are powerful, and unless you are equally powerful, they will defeat you.

Return to Tantegel Castle and save your game before proceeding to Dracolord Castle.

DRACOLORD CASTLE

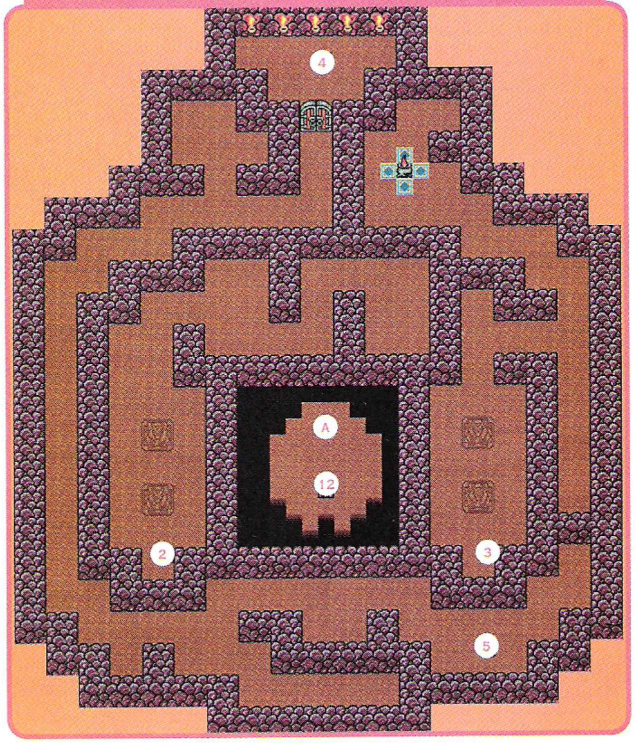
LEGEND FOR DRACOLORD CASTLE (FLOOR #1)

1	Entry Point	3	Stairs to Floor #2
2	Stairs to Floor #2	4	Secret Stairs



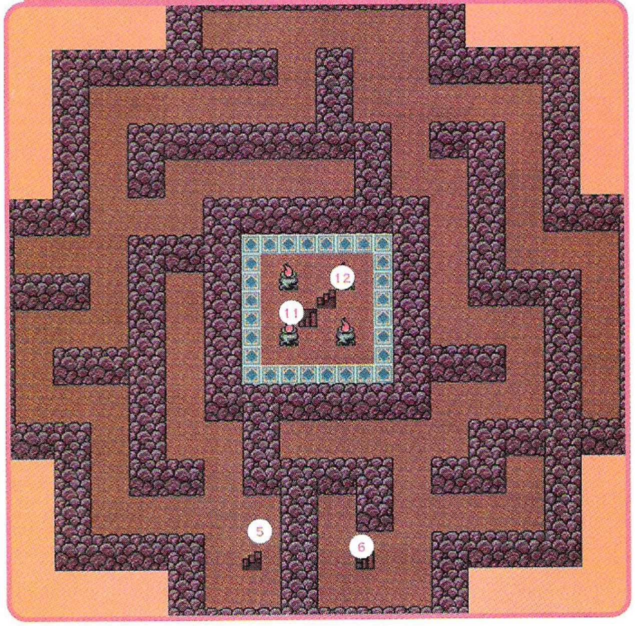
LEGEND FOR DRACOLORD CASTLE (FLOOR #2)

2	Stairs to Floor #1	5	Stairs to Floor #3
3	Stairs to Floor #1	12	Stairs to Floor #3
4	Stairs to Floor #1	A	Loto Sword



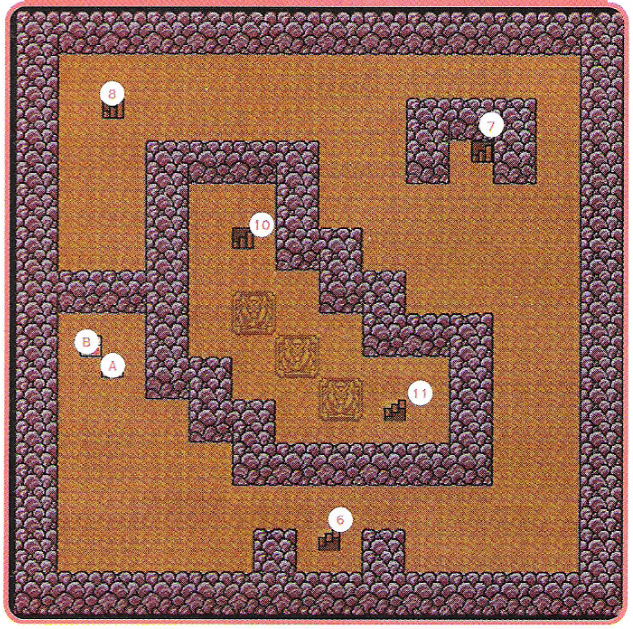
LEGEND FOR DRACOLORD CASTLE (FLOOR #3)

5	Stairs to Floor #2	11	Stairs to Floor #4
6	Stairs to Floor #4	12	Stairs to Floor #2



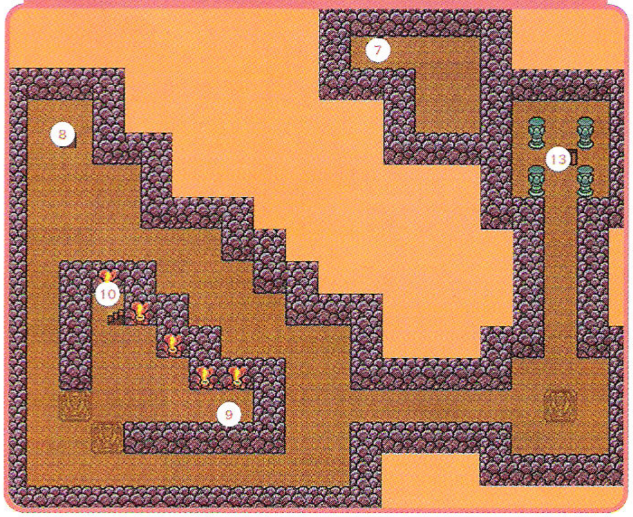
LEGEND FOR DRACOLORD CASTLE (FLOOR #4)

6	Stairs to Floor #3	11	Stairs to Floor #3
7	Stairs to Floor #5	A	501 Gold
8	Stairs to Floor #5	B	Herb
10	Stairs to Floor #5		



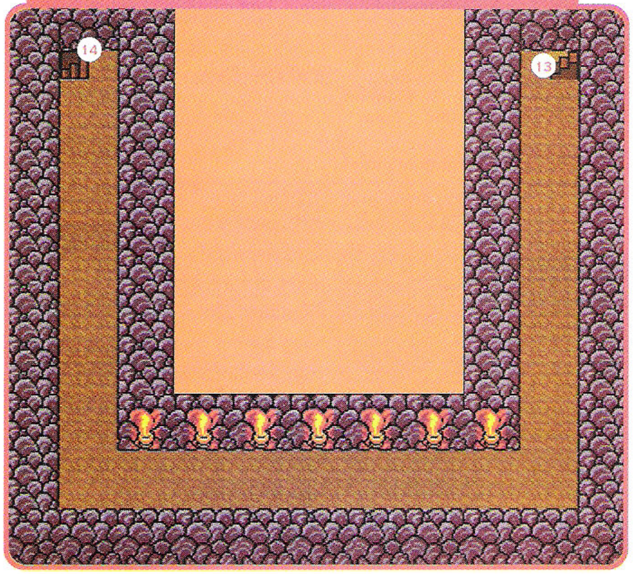
LEGEND FOR DRACOLORD CASTLE (FLOOR #5)

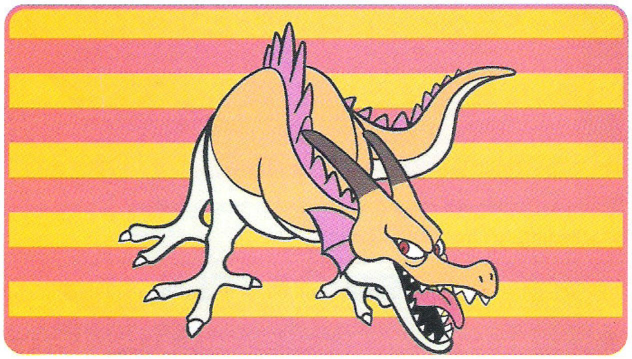
7	Stairs to Floor #4	10	Stairs to Floor #4
8	Stairs to Floor #4	13	Stairs to Floor #6
9	Stairs to repeating loop		



LEGEND FOR DRACOLORD CASTLE (FLOOR #6)

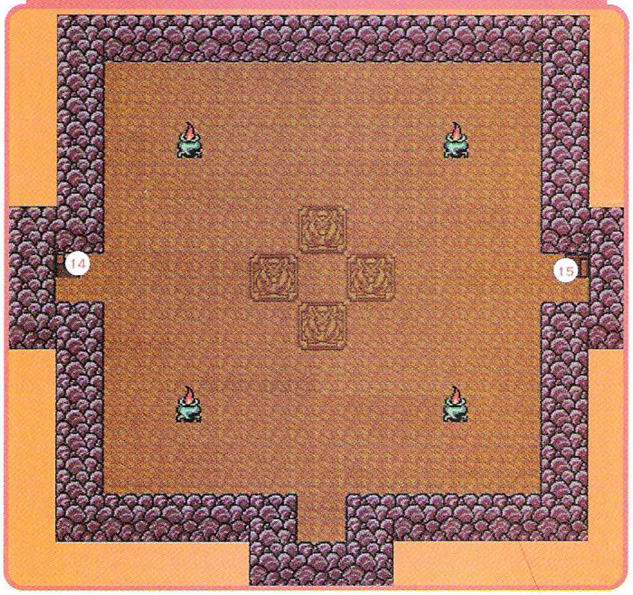
13	Stairs to Floor #5	14	Stairs to Floor #7





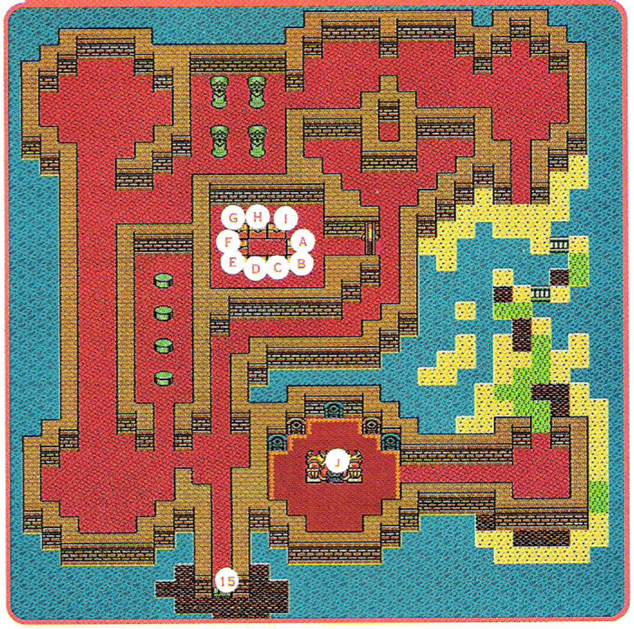
LEGEND FOR DRACOLORD CASTLE (FLOOR #7)

14	Stairs to Floor #6	15	Stairs to Floor #8



LEGEND FOR DRACOLORD CASTLE (FLOOR #8)

A	DvlBelt	G	Empty
B	MysticNut	H	535 Gold
C	Herb	I	Warp Wing
D	417 Gold	J	DracoLord
E	Empty Treasure Chest	15	Stairs to Floor #7
F	Key		



MONSTERS
AxeKnight
BlueDrgn
DracoLord
Dragon
Druinlord
MadKnight
RedDragon
RockGolem
StarWyvrn
Werewolf

OBJECTIVES
Find the Loto Sword
Have HP and MP at maximum
Defeat DracoLord

ITEMS
Loto Sword
Herb
501 Gold
DvlBelt
Warp Wing
535 Gold
Key
417 Gold
Herb
MysticNut

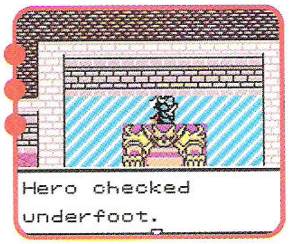
SUGGESTED LEVEL
23

Though it's possible to beat DracoLord at level 20, it's better to wait until your character is at least level 22 or 23. The creatures roaming the Dracolord Castle are the toughest in the game. Any one of them can quickly deplete a level-20 character's MP and HP, leaving you helpless when facing the DracoLord. You need to have **full HP and MP** for your best chance when you face the final boss.

Gain experience points by facing DracoLord's minions in the castle. Be sure you save enough MP to cast Outside and Return to get you back to Tantegel Castle to refresh your character. Or, if you prefer, travel back to Domdora and fight the enemies there. You can earn almost as much experience as you would in Dracolord Castle, but with Mercado close by, you have a nearby Inn to restore your stats completely.

When you are ready to face DracoLord, you must first find the Loto Sword. Refer to the maps of the Dracolord Castle for directions to the sword. Follow the shortcut referenced below to find the **Loto Sword** quickly.

As you travel through the halls of the castle, you encounter many powerful foes. Be sure to cast StopSpell against the AxeKnights as soon as they draw near.

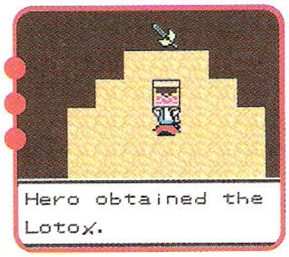

Hero checked underfoot.

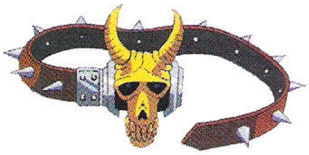
To begin your quest through Dracolord Castle, search behind the throne to discover the secret entrance to the lower levels. Werewolves and Dragons roam the area.

Light a Torch or cast Radiant and follow the paths noted on the maps to reach the stairways up and down, finally returning to the second lower level and the **Loto Sword**.

NOTE

Conserve your Torch or Radiant spell. At any time you stop while getting your bearings, pause your game to save that precious light.


Hero obtained the Lotox.



The shortcuts to get you through the various floors of Dracolord Castle are listed below. There is a shortcut for getting the Loto Sword, and a shortcut for reaching DracoLord. Refer to the maps for the corresponding numbers.

LOTO SWORD
4 to 5
5 to 6
6 to 8
8 to 10
10 to 11
11 to 12
12 to Loto Sword

DRACOLORD
4 to 5
5 to 6
6 to 8
8 to 13
13 to 14
14 to 15
15 to DracoLord

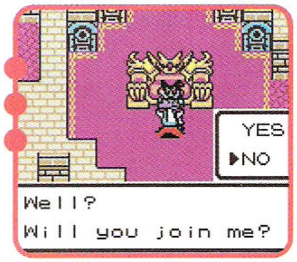
NOTE

If, at this point, you have not yet reached level 22 or 23, return to Tantegel Castle, refresh your stats, and continue to battle monsters until you have. The monsters are strong in Dracolord Castle, and DracoLord himself is stronger than any other monster you have faced. It is better to return prepared than to fall under the evil spell of DracoLord.

If you have left and returned to Dracolord Castle, follow the stairways down indicated on each of the maps until you reach the eighth lower level.

The path to DracoLord starts to the west. If you're feeling adventurous, take the path straight ahead that leads to a door and nine treasure chests. Unless you're hungry for abuse, ignore these chests.

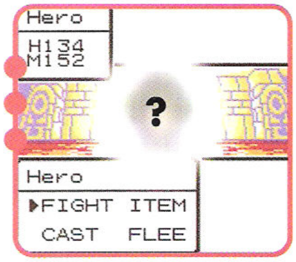
From the entrance, travel clockwise, following the path around to the bridges. You'll battle many monsters before you reach DracoLord. You can run from some of these battles, and you should, conserving as much HP and MP as you can.



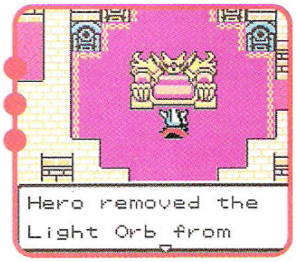
Well?
Will you join me?

When you finally reach DracoLord, he gives you two chances to rule half of the world if you stand beside him. No self-respecting hero would do such a thing, so naturally, your answer will be "No." If you say yes, you find yourself at the Inn in Rimuldar having awakened from a bad dream. When you refuse to join DracoLord, the final battle begins!

Magic doesn't work on DracoLord. Instead, choose your standard attack. DracoLord likes to cast Firebane, so be prepared. This will not be a very long battle, and soon, DracoLord will reveal his true self.

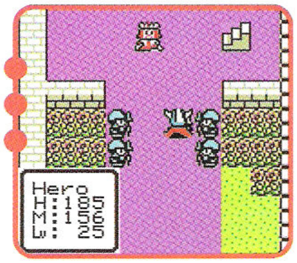


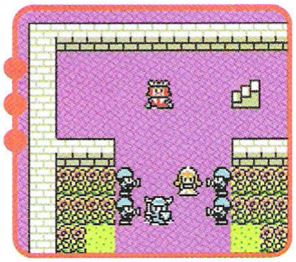
Your battle with DracoLord is far from over and it's going to be a tough one. Don't waste time or energy trying to cast magic. Instead, attack with your Loto Sword as often as you can. You'll have to heal yourself often, but by this time, you should be strong enough to survive a couple of rounds with DracoLord before healing.


Hero removed the
Light Orb from

Through patience and persistence in combat you will be victorious!

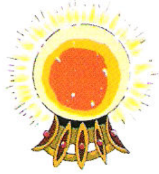
After you defeat DracoLord, take the **Light Orb**. When the Light Orb is held aloft, a blinding light pierces the darkness and peace is restored to the world.

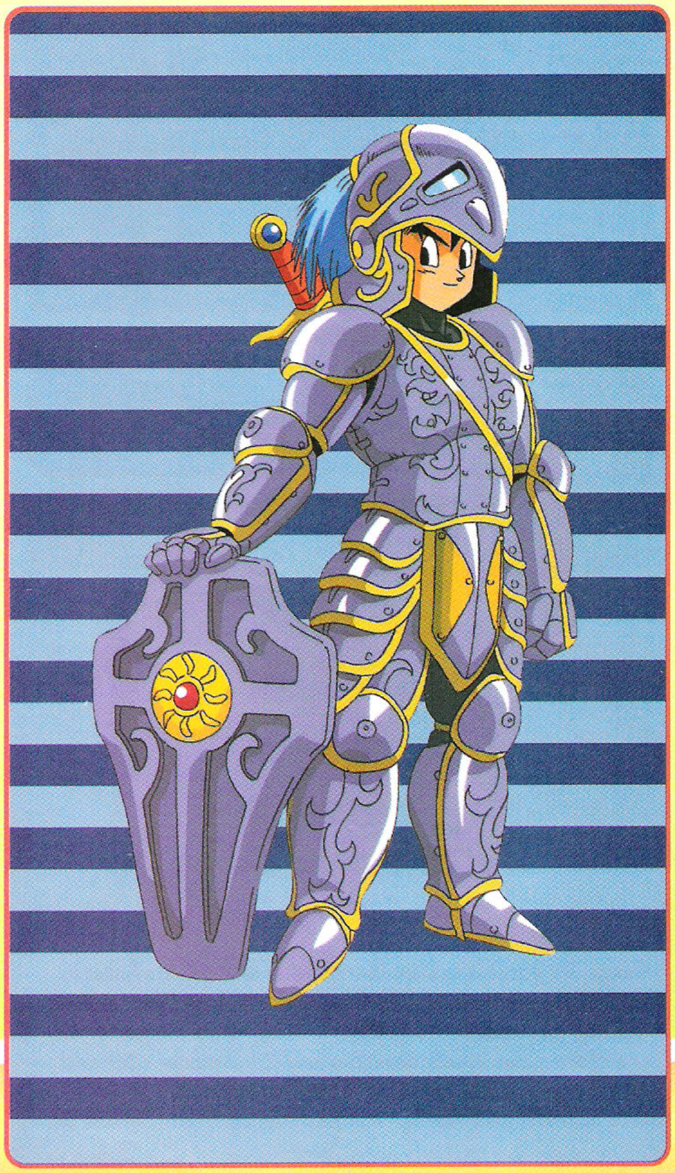




You're automatically transported from Dracolord Castle with your HP and MP fully restored. Either walk back to Tantegel Castle, or cast the Return spell to be transported back immediately. Talk to the King when you arrive.

Congratulations on your success! You have restored peace to the world, saving all the people of Alefgard. May the light shine upon thee.





Below is a breakdown of the many enemies you will face in *Dragon Warrior I*. We provide all the information you need to successfully defeat each of these monsters.

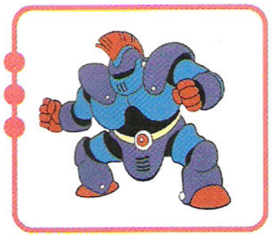
The HP and MP numbers shown are the total hit points and magic points each monster has.

The Experience Points show how much experience your character earns by defeating this monster.

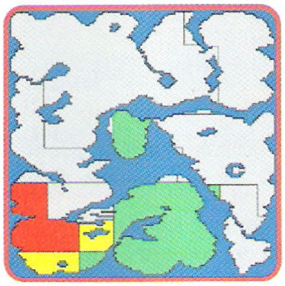
Any Special Abilities (SA) the monsters may have are also listed.

Don't underestimate any of the monsters you face in *Dragon Warrior I*. Each creature is cunning and strong, worthy of being in the service of DracoLord. Don't let any of them catch you with your HP down! Please see the table on the last page of this chapter (page 37) for an explanation of how the World Maps beneath each monster function.

ARMKNIGHT (ARMORED KNIGHT)

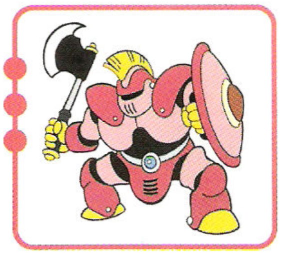


HP	55
MP	6
Attack	70
Defense	71
Agility	45
Gold	150
Experience	78
SA	StopSpell

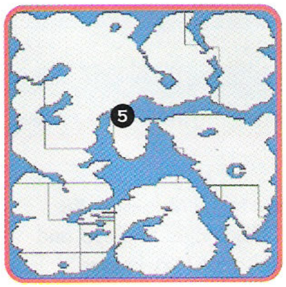


The ArmKnight isn't easy to defeat. Your weapon's attack is your best defense against this ignoble knight. However, since his StopSpell will put you out of business, attack first with Sleep.

AXEKNIGHT (AXE KNIGHT)

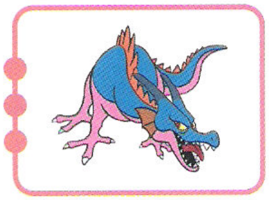


HP	95
MP	14
Attack	105
Defense	99
Agility	57
Gold	152
Experience	172
SA	HealMore, Firebane

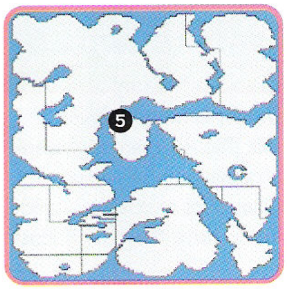


The AxeKnight is even tougher than its blue brother and attacks with great tenacity. It can heal itself, making your battle longer. Try casting StopSpell to prevent this.

BLUEDRGN (BLUE DRAGON)

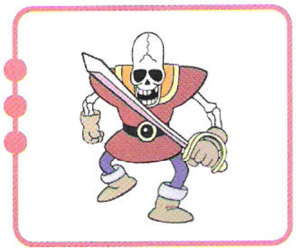


HP	98
MP	0
Attack	98
Defense	80
Agility	52
Gold	150
Experience	180
SA	Fire Breath

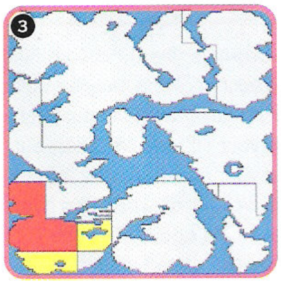


As with any member of the dragon family, the BlueDrgn is dangerous and difficult to defeat. By the time you run into this beast, you should be equipped with the Loto Sword. Avoid him until you have it.

DEADNITE (DEAD KNIGHT)

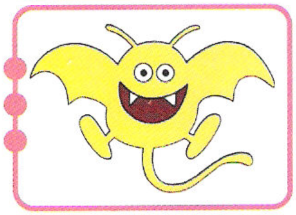


HP	46
MP	12
Attack	62
Defense	46
Agility	36
Gold	120
Experience	72
SA	Heal, Flee

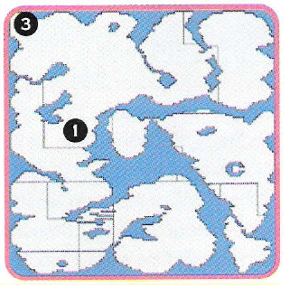


The toughest of the skeletons, the DeadNite is extremely strong. Luckily, by the time you run into him, you should have learned the HealMore spell. Don't waste your MP on this creature. Instead, focus on a strong weapon attack.

DRACKEEMA

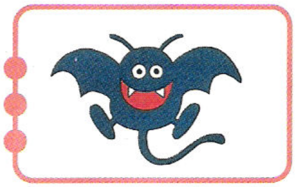


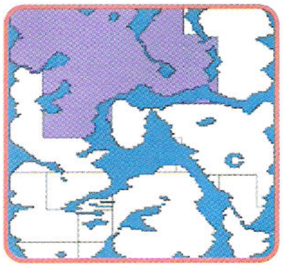
HP	20
MP	10
Attack	22
Defense	26
Agility	16
Gold	25
Experience	20
SA	Firebal, Heal, Flee



Drackeemas cast Heal on themselves to stay in battle. Cast StopSpell, then attack or put it to sleep.

DRACKY

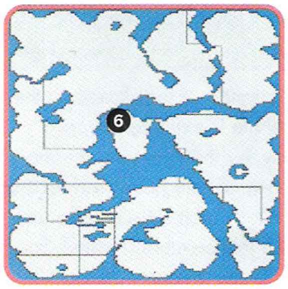




HP	6
MP	0
Attack	9
Defense	6
Agility	5
Gold	6
Experience	3
SA	None

The Dracky is an entry-level monster. Though seemingly weak, it can cause your beginning character a lot of trouble. Avoid it until you have reached at least level 3.

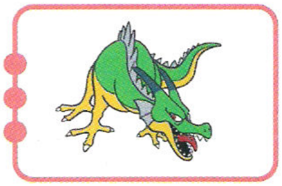
DRACOLORD

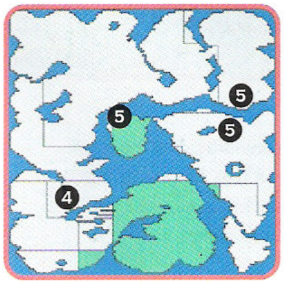


HP	240
MP	40
Attack	107
Defense	110
Agility	55
Gold	0
Experience	0
SA	?

Evil incarnate, the DracoLord himself is your final and toughest battle. Fighting the DracoLord not only taxes your HP and MP stats, but taxes your endurance for surprises as well. Don't waste time trying to use magic against him. Be certain you are armed with the Loto Sword before facing this self-proclaimed Ruler of Alefgard.

DRAGON

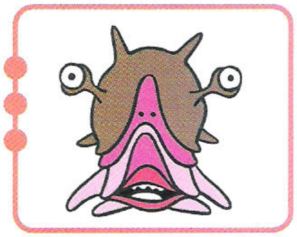


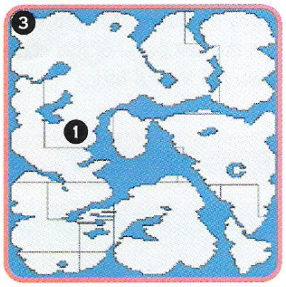


HP	67
MP	0
Attack	88
Defense	72
Agility	47
Gold	160
Experience	135
SA	Fire Breath

The Dragon is the weakest in the dragon family, but with 67 HP, he is still a tough enemy to defeat. Keep your HP and MP at their max while roaming areas occupied by Dragons, and don't waste time casting magic.

DROLL

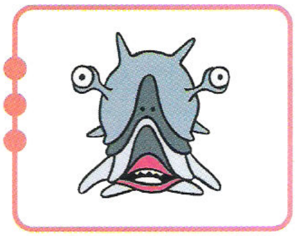


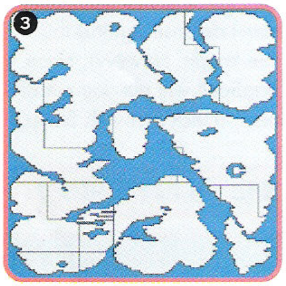


HP	35
MP	0
Attack	24
Defense	6
Agility	9
Gold	30
Experience	18
SA	None

The Droll lives in caves and dungeons. Though the Droll has high HP and a tough body, your weapons attack should be successful. You can also put it to sleep with Sleep.

DROLLMAGI

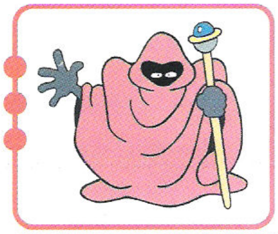


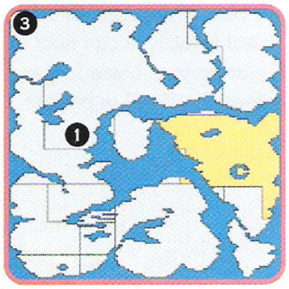


HP	55
MP	10
Attack	44
Defense	16
Agility	11
Gold	110
Experience	58
SA	Flee, Sleep

Stronger than it looks, the DrollMagi can cast Sleep on your character. Use StopSpell on the DrollMagi to prevent this magic attack, then use a weapons attack.

DRUIN

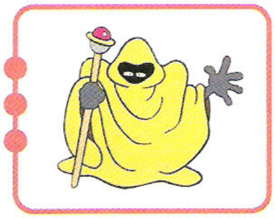




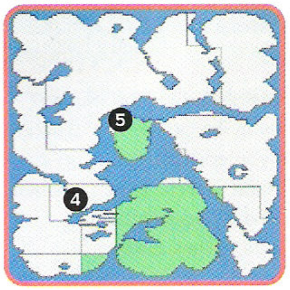
HP	28
MP	10
Attack	26
Defense	24
Agility	15
Gold	50
Experience	28
SA	Firebal, Sleep, Flee

Cousin to the Magician, the Druin likes to use a Sleep and Firebal attack. Try casting StopSpell before using your weapons attack.

DRUINLORD

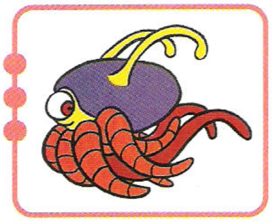


HP	70
MP	16
Attack	71
Defense	60
Agility	49
Gold	185
Experience	120
SA	Firebane, StopSpell

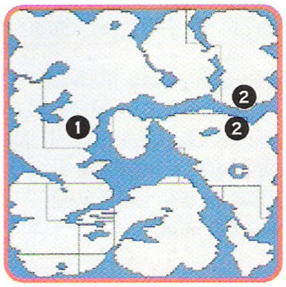


The Druinlord has both magic and strength. Attack and heal to defeat the toughest member of the Magician clan. Don't bother trying to cast magic. It's useless against the Druinlord.

EYEDER

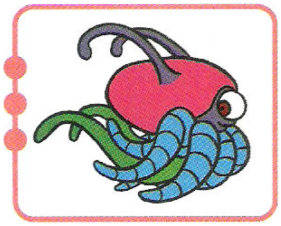


HP	22
MP	0
Attack	20
Defense	18
Agility	11
Gold	21
Experience	14
SA	Flee

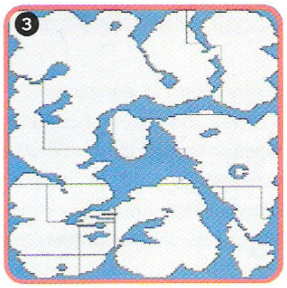


The Eyeder only survives in caves and usually evades a fight, but that won't stop it from causing a young hero some trouble. Your standard attack should do well against the Eyeder.

EYEDRLORD (EYEDER LORD)

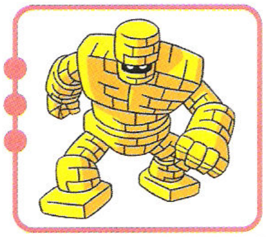


HP	35
MP	30
Attack	41
Defense	40
Agility	28
Gold	95
Experience	58
SA	Firebal, Heal

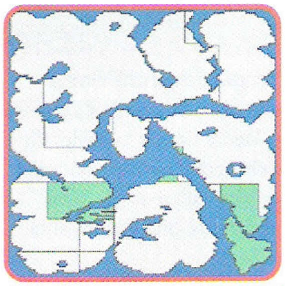


Another cave dweller, the Eyedrlord's habit of healing itself could make this a costly battle in HP. You should only fight this opponent after sealing its spells with StopSpell.

GOLDMAN

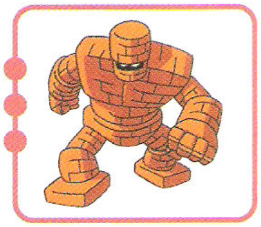


HP	99
MP	0
Attack	48
Defense	30
Agility	26
Gold	650
Experience	6
SA	Tough Armor, Flee, Guard

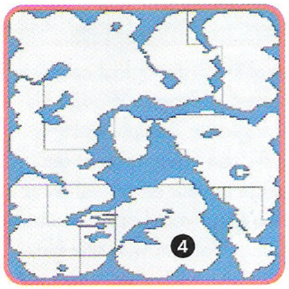


The Goldman is the monster to defeat to increase the size of your wallet. You earn a lot of gold after defeating him. Sleep is not effective, so hit him repeatedly while keeping your HP up with Heal.

GOLEM

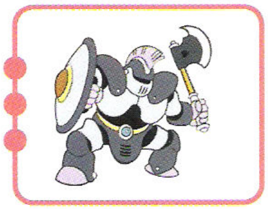


HP	155
MP	0
Attack	120
Defense	60
Agility	39
Gold	10
Experience	2,500
SA	None

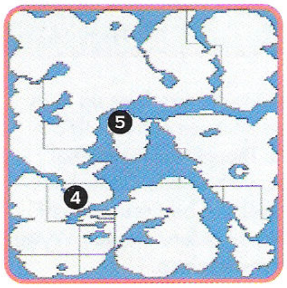


The Golem has one purpose in *Dragon Warrior I*—to guard the entrance to Mercado. Play the PxyFlut when you run into this brute and he falls peacefully asleep. If he wakes up during the battle, play the flute again, then finish him off.

MADKNIGHT (MAD KNIGHT)

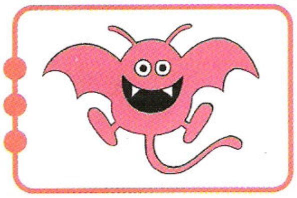


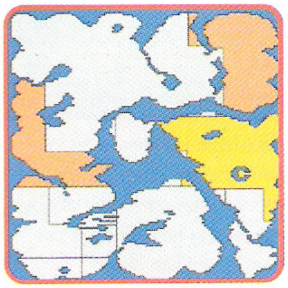
HP	79
MP	4
Attack	94
Defense	92
Agility	53
Gold	165
Experience	130
SA	Sleep



They don't call this guy the MadKnight for nothing. What an attitude! The MadKnight tries to cast Sleep early in the battle, so counter by casting StopSpell immediately. His hits are powerful, so keep an eye on your HP.

MAGDRACKY

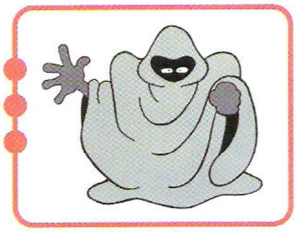


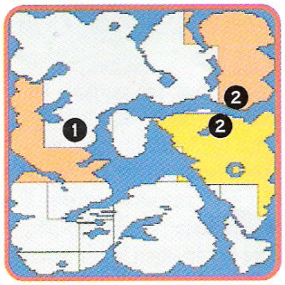


HP	15
MP	8
Attack	13
Defense	13
Agility	8
Gold	20
Experience	12
SA	Firebal

The MagDracky casts Firebal on your hero at every opportunity. Keep Herbs handy to replenish your character's HP. If you want to get him with a single blow, attack quickly and cast Firebal.

MAGICIAN

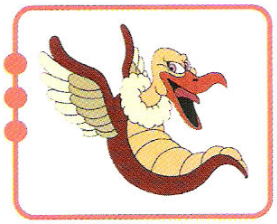


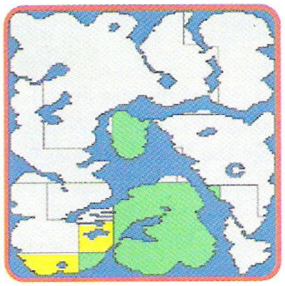


HP	12
MP	8
Attack	8
Defense	12
Agility	6
Gold	16
Experience	8
SA	Firebal, Flee

One of the first magical enemies you meet in *Dragon Warrior I* is the Magician. Though his HP is low, he can cause a great deal of damage to your entry-level character. Casting Firebal against him will all but defeat him with one blow.

MAGWYVERN

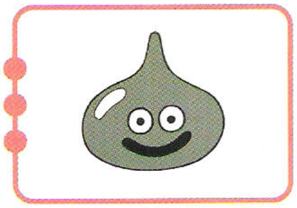


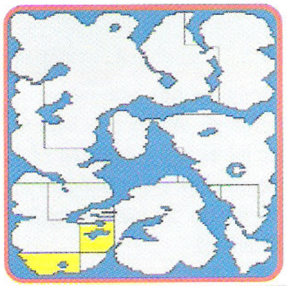


HP	50
MP	12
Attack	68
Defense	62
Agility	44
Gold	135
Experience	83
SA	Heal, Sleep

The MagWyvern lives up to its name because of the magic it casts. Though casting Firebal helps, your standard attack provides the best results. Cast StopSpell before the MagWyvern puts you to sleep.

METALY

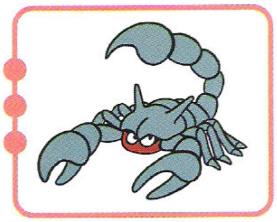


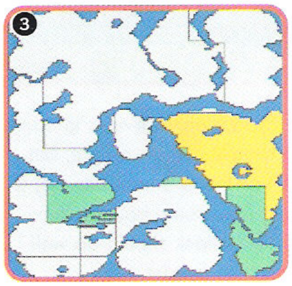


HP	4
MP	6
Attack	18
Defense	254
Agility	153
Gold	6
Experience	775
SA	Flee, Firebal

The Metaly is the most elusive enemy in the game. The experience you earn for defeating it is worth the search. Typically when you find it and inflict any damage, it runs away.

MTLSCRPIO (METAL SCORPION)

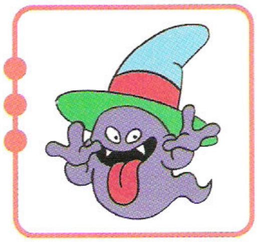


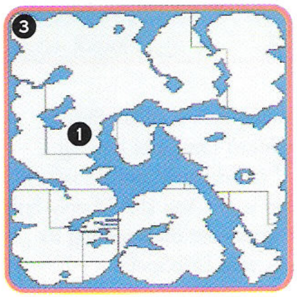


HP	22
MP	0
Attack	36
Defense	60
Agility	25
Gold	48
Experience	31
SA	Tough Armor, Guard

A very tough enemy, the MtlScrpio can cause an entry-level character a lot of trouble. Cast Firebal, then attack at will. If you have it, the Steel Sword also works well against this monster.

POLTERGST (POLTERGEIST)

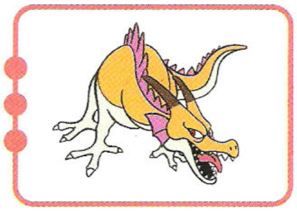




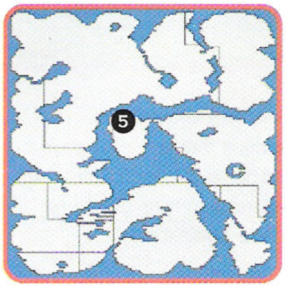
HP	23
MP	10
Attack	18
Defense	20
Agility	14
Gold	19
Experience	15
SA	Firebal, Flee

Typically found in dungeons and caves, the Poltergst can be very tough to defeat. It will come out chanting Firebal, so use your weapons attack and pound this Poltergst into another dimension.

REDDRAGON (RED DRAGON)

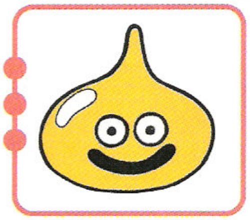


HP	105
MP	3
Attack	115
Defense	104
Agility	62
Gold	143
Experience	350
SA	Fire Breath, StopSpell

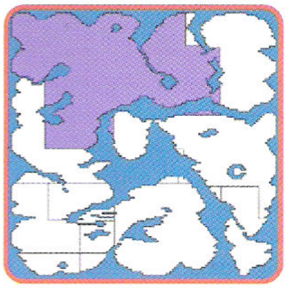


Only DracoLord himself is more powerful than the RedDragon. By the time you combat this foe, you should have reached level 20. Use your weapons attack and keep a watchful eye on your HP.

REDSLIME

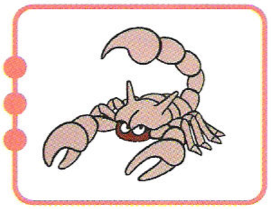


HP	4
MP	0
Attack	7
Defense	3
Agility	4
Gold	4
Experience	2
SA	Flee

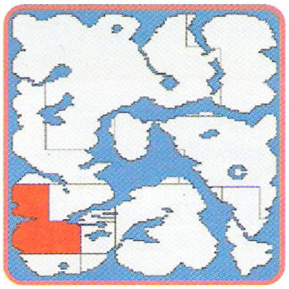


A little tougher than the regular Slime, the RedSlime can be defeated using your standard attack. While your level is low, you should be careful battling this monster.

RGESCRPIO (ROGUE SCORPION)

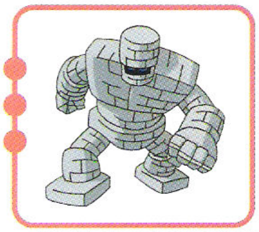


HP	35
MP	0
Attack	55
Defense	90
Agility	33
Gold	110
Experience	70
SA	Flee

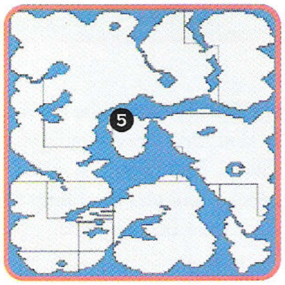


The RgeScrpio is the toughest in the family of scorpions. Use your Firebal spell against this creature.

ROCKGOLEM (ROCK GOLEM)

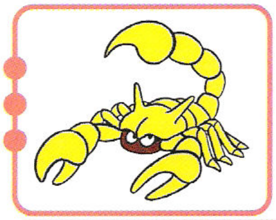


HP	160
MP	0
Attack	100
Defense	40
Agility	40
Gold	148
Experience	155
SA	None

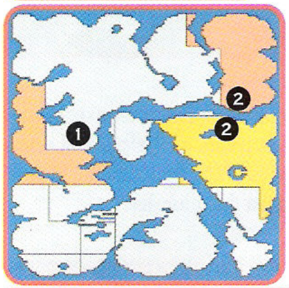


This is one of the toughest enemies you'll face. The RockGolem doesn't cast magic, but with 160 HP, you are in for a long battle. Don't waste your time using magic; just pound on this creature until you have defeated it. Its attacks cost a lot of HP, so have a few Herbs handy.

SCORPION

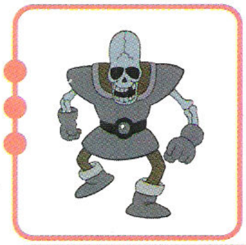


HP	15
MP	0
Attack	18
Defense	35
Agility	4
Gold	25
Experience	16
SA	None

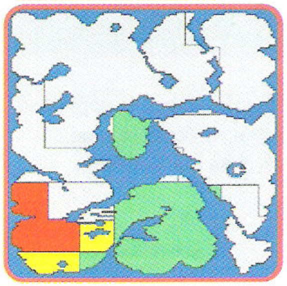


Sleep is your best defense against the Scorpion, as well as Firebal. The Scorpion is very strong, but it is very susceptible to these spells.

SHDWKNGHT (SHADOW KNIGHT)

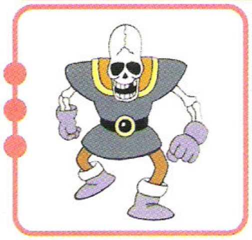


HP	43
MP	0
Attack	79
Defense	51
Agility	40
Gold	148
Experience	90
SA	Dodging

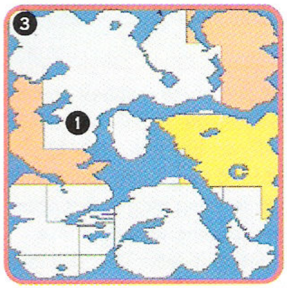


Dodging is a special technique of the ShdwKnght. Your HP and MP can quickly become exhausted by repeated attacks from this creature. Your best bet is a weapons attack. If you are at a low level, Flee, and defeat him later.

SKELETON

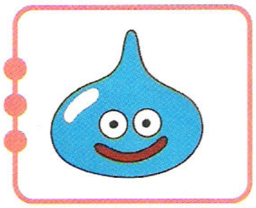


HP	30
MP	0
Attack	28
Defense	22
Agility	17
Gold	42
Experience	25
SA	None

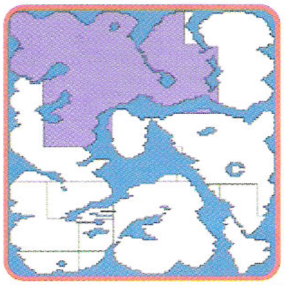


Though the Skeleton is the weakest of his kind, don't take him lightly. Use Sleep, then Firebal to defeat him. Make sure you're at least at level 7 before battling him.

SLIME

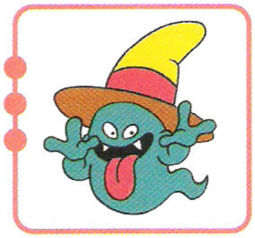


HP	3
MP	0
Attack	5
Defense	3
Agility	2
Gold	2
Experience	1
SA	Flee

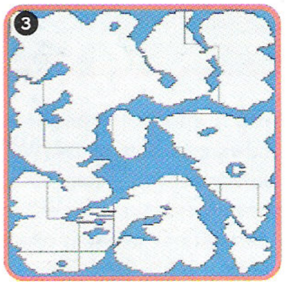


The Slime is your first exposure to the monsters of Alefgard. If you have a Club, you should do well against this monster.

SPECTER

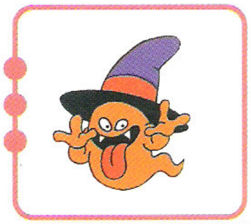


HP	33
MP	14
Attack	40
Defense	38
Agility	26
Gold	72
Experience	47
SA	Firebal, Sleep, StopSpell, Flee

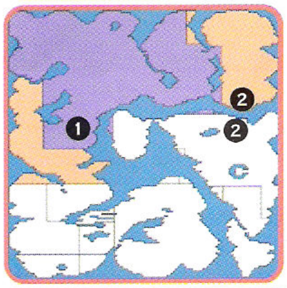


Use StopSpell on this apparition to help slow down its magic attack, then use weapons.

SPOOKY

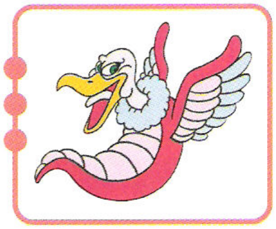


HP	7
MP	0
Attack	11
Defense	8
Agility	6
Gold	8
Experience	4
SA	None

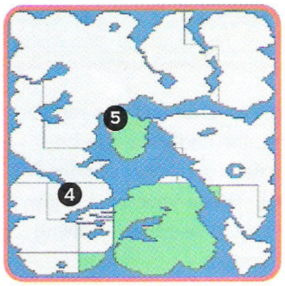


Spooky is a troublesome apparition that can give your character a run for his HP. Your standard weapons should be effective against it.

STARWYVRN (STAR WYVERN)

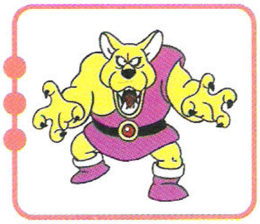


HP	73
MP	15
Attack	82
Defense	65
Agility	52
Gold	169
Experience	105
SA	Fire Breath, HealMore

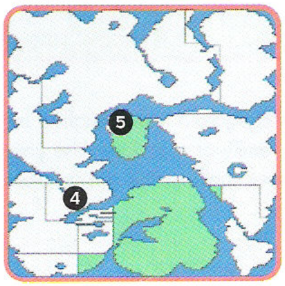


The StarWyvrn is very strong and unpredictable. It heals itself with HealMore, making for a long and costly battle. You can safely continue to attack until your HP reaches the 30 mark before you heal yourself.

WEREWOLF

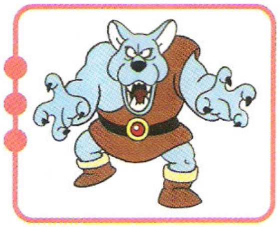


HP	60
MP	0
Attack	80
Defense	65
Agility	45
Gold	155
Experience	95
SA	None

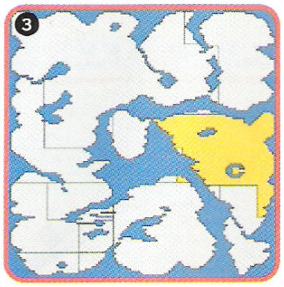


The toughest dog around, the Werewolf can inflict major damage on your character. Try casting Sleep to subdue it, but don't let it cost you a lot of HP. If this puppy doesn't get tired easily, wail on it!

WOLF

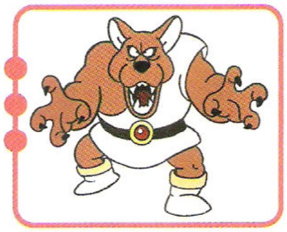


HP	34
MP	0
Attack	40
Defense	30
Agility	21
Gold	60
Experience	40
SA	None

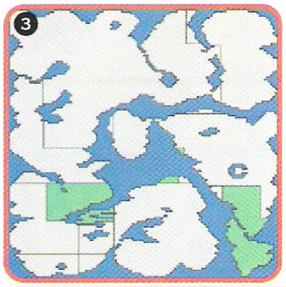


Definitely not a puppy dog, the Wolf inflicts major damage on your character. Though the weakest of its family, it is anything but feeble. Casting Sleep definitely helps.

WOLFLORD

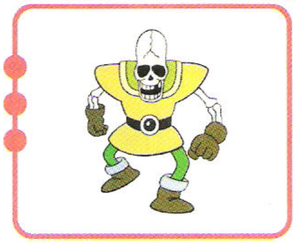


HP	38
MP	6
Attack	50
Defense	36
Agility	23
Gold	80
Experience	52
SA	StopSpell

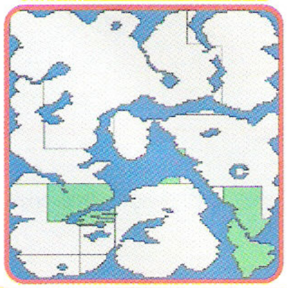


Casting Sleep against the Wolflord before it casts StopSpell works very well. Attack and defeat it while it naps.

WRAITH

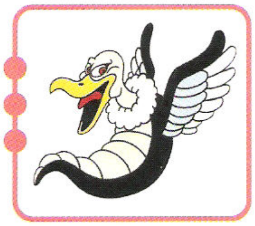


HP	36
MP	9
Attack	44
Defense	34
Agility	23
Gold	62
Experience	42
SA	Heal

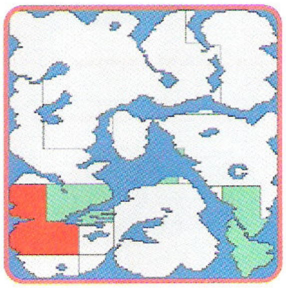


A very strong member of the Skeleton family, the Wraith will definitely test your mettle. Magic isn't as effective against it as a good old-fashioned pounding. Also, use StopSpell to contain his spells.

WYVERN



HP	42
MP	0
Attack	56
Defense	48
Agility	31
Gold	105
Experience	64
SA	Flee



The Wyvern is a small, flying dragon. Cast Fire or Sleep, then use your weapons attack to clip its wings. You can fight as equals if you are at least at level 10.

The shaded area on the bestiary maps shows where you can encounter a particular monster. For the specific names of the locations shaded, refer to the World Maps on the inside front and back covers of this guide. The color the area is shaded indicates the target level at which your character should be at to have a fighting chance against the monster in that particular region. Refer to the table below to see what color relates to which target levels. Note that the target level indicates the level at which your character should *encounter* the monster in a particular area; it does not guarantee that a character at that level will *defeat* the monster.

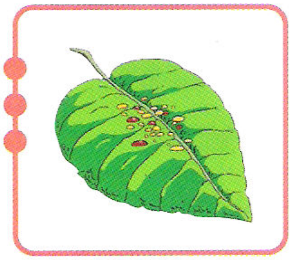
The black circle with a number in it indicates that a monster appears in a dungeon only. However, if a monster's World Map shows a black circle in a shaded area, your character can encounter the monster both in the dungeon of that area and in the area surrounding it. The number within the black circle indicates the target level your character should be at to have a fighting chance against the monster in that dungeon. Refer to the table below to see how the number inside the black dot corresponds to certain target levels.

Color/Number	Target Level(s)
🟪	1~4
🟧	4~6
🟨	8~11
🟩	11~13
🟥	13~14
🟨	14~15
🟩	15~16
❶	7
❷	8
❸	13
❹	17~18
❺	19~20
❻	23

ITEMS

HERB

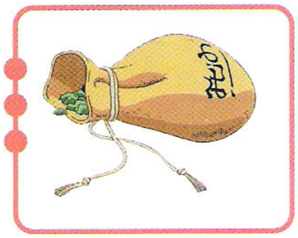
Buy	10G
Sell	8G
Location	
Most Item Shops	



Restores some of a character's lost HP.

ANTIDOTE

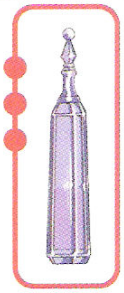
Buy	8G
Sell	6G
Location	
Most Item Shops	



Use as a remedy after being poisoned by monsters.

REPELLENT

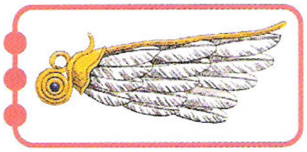
Buy	40G
Sell	30G
Location	
Most Item Shops	



Use to ward off any foes less powerful than your party.

WARP WING

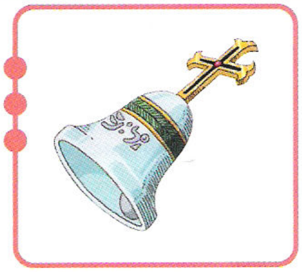
Buy	25G
Sell	19G
Location	
Most Item Shops	



Use to return to where you saved the game last.

AMULET

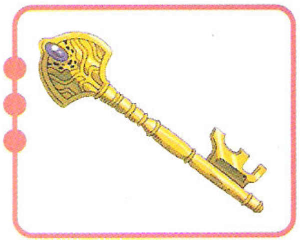
Buy	640G
Sell	480G
Location	
Lianport, Wellgarth, Zahan, and Tantegel	



Helps protect warriors from enemy spells.

GOLD KEY

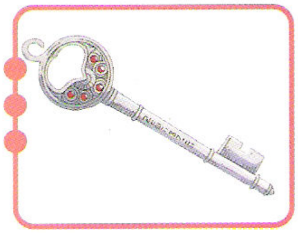
Location
On the ground in Zahan



Doors with a gold frame can be unlocked with this Key.

SILVERKEY (SILVER KEY)

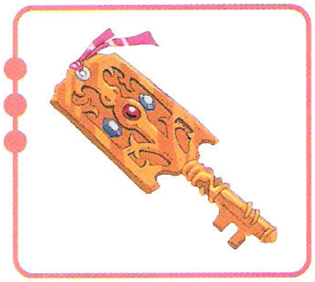
Location
Deep within Lake Cave



You can use this to unlock doors with a silver frame.

DAM KEY

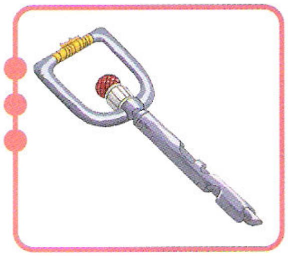
Location
Lagos in Wellgarth



This is the Key to the Tuhn's Dam.

JAIL KEY

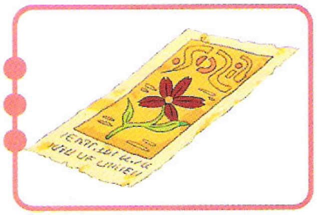
Buy	2,000G
Sell	1,500G
Location	
Secretly sold at an Item Shop in Wellgarth	



This is the master Key for any prison door.

SLOTTOKEN (SLOT TOKEN)

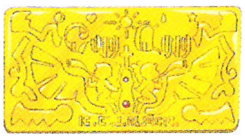
Buy	—
Sell	53G
Location	
This may be given to you when you buy something else at an Item Shop.	



Use these to play the Slot Machine and maybe you'll win a prize.

GOLD CARD

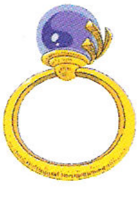
Buy	—
Sell	375G
Location	This is the Slot Machine's first prize.



Show this card to shopkeepers and they will give you a 25% discount off the items you purchase.

WIZARD RING

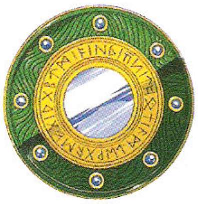
Buy	—
Sell	1,950G
Location	This is the second prize offered to those who play the Slot Machine. It can also be found in some chests.



This restores some of your characters' depleted MP. It's very fragile and may break after being used several times.

LARMIRROR (LAR MIRROR)

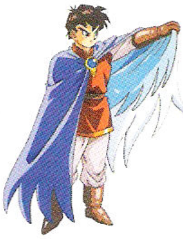
Location	Swamp east of Moonbrook Castle



Use this to break the curse placed on the Princess.

WIND CLOAK

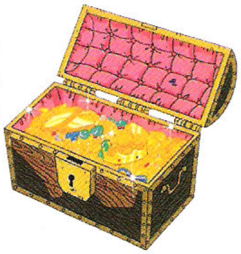
Location	Wind Tower



Use this cloak to leap from high places and ride the wind.

TREASURE

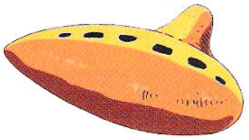
Location	Shimmering spot in the water north of Alefgard



The merchant man in Lianport will trade this for the EchoFlute.

ECHOFLUTE (ECHO FLUTE)

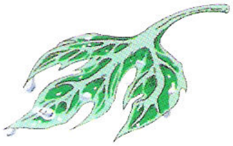
Location	The merchant in Lianport will trade you the Treasure for this.



You'll hear an echo when you play the Flute where one of the five Seals has been placed.

WORLDLEAF (WORLD LEAF)

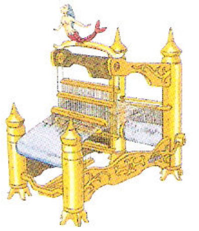
Buy	—
Sell	5G
Location	Under a tree on the small island east of Wellgarth



This can restore life to a fallen companion.

HOLY LOOM

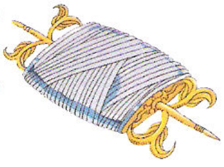
Location	Hidden in a chest in Zahan



The Holy Loom can be used to weave the Water Robe from Dew Yarn.

DEW YARN

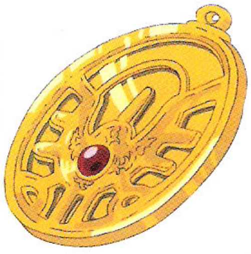
Location	On the third floor of the northern Drakhorn



This is an important element of the Water Robe.

LOTO SEAL

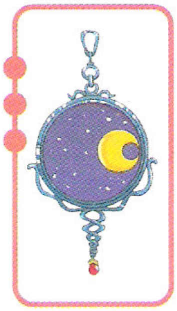
Location	Lorasia Castle's treasure vault



Trade this for the Loto Helmet at the Sacred Shrine.

MOONSHARD (MOON SHARD)

Location	
Lune Tower	



Use near the Ocean Cave to get past the shoals.

STAR SEAL

Location	
Lighthouse south of Alefgard	

Take all five Seals to the home of the elemental spirit to receive the RubissChm.

MOON SEAL

Location	
The King of Osterfair	

Take all five Seals to the home of the elemental spirit to receive the RubissChm.

SUN SEAL

Location	
In a bush at the Flame Shrine	

Take all five Seals to the home of the elemental spirit to receive the RubissChm.

WATER SEAL

Location	
In the underground passage in Hamlin	

Take all five Seals to the home of the elemental spirit to receive the RubissChm.

LIFE SEAL

Location	
Rhone Cave	

Take all five Seals to the home of the elemental spirit to receive the RubissChm.

EVLSTATUE (EVIL STATUE)

Location	
Said to be in the Ocean Cave	

Use this to open a path to Rhone.

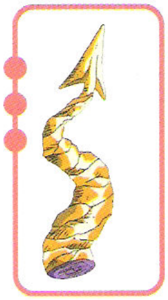
RUBISSCHM (RUBISS CHARM)

Location	
Visit the elemental spirit's home with all five Seals to get this.	

Use this to eliminate the illusions in Hargon Castle.

DVLTAIL (DEVIL TAIL)

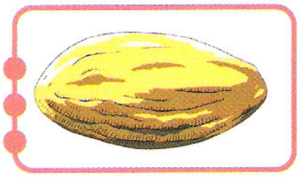
Buy	—
Sell	1,125G
Location	
Dropped by HawkMan and Ozwarg	



Using it curses your character, but it can be sold for a pretty penny.

STRSEED (STRENGTH SEED)

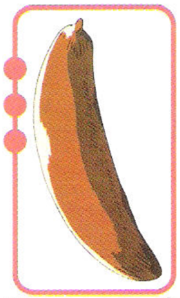
Buy	—
Sell	112G
Location	
Some chests	



Permanently increases a warrior's strength by a few points.

AGLSEED (AGILITY SEED)

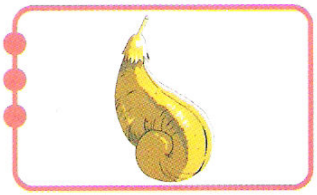
Buy	—
Sell	100G
Location	
Some chests	



Permanently increases a warrior's agility by a few points.

DEFSEED (DEFENSE SEED)

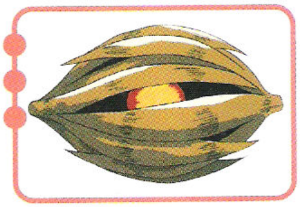
Buy	—
Sell	100G
Location	
Some chests	



Permanently increases a warrior's defense by a few points.

LIFEACORN (LIFE ACORN)

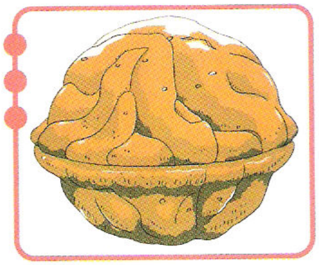
Buy	—
Sell	150G
Location	Some chests



Permanently increases a warrior's HP by a few points.

MYSTICNUT (MYSTIC NUT)

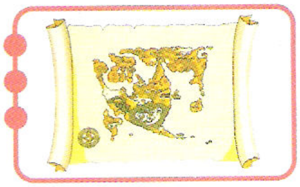
Buy	—
Sell	100G
Location	Some chests



Permanently increases either the Prince's or Princess's MP by a few points.

WORLD MAP

Location	Dracolord Castle

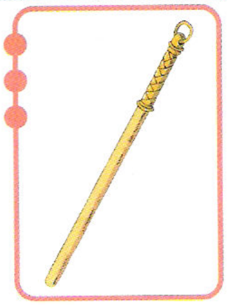


Use this while outside to see where you are in the world. See inside back cover for detail of map.

WEAPONS

WOODEN CANE

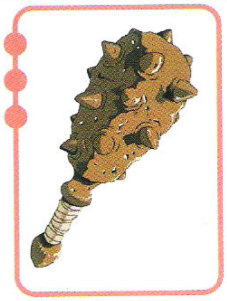
Hero	Y
Prince	Y
Princess	Y
Buy	—
Sell	15G
Attack	+2
Location	Dropped by Sorcerers



The Princess is equipped with this weapon at the beginning of the game. It isn't very powerful, but it's better than not having a weapon.

CLUB

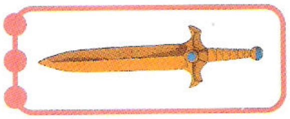
Hero	Y
Prince	Y
Princess	N
Buy	60G
Sell	45G
Attack	+8
Location	Leftwyne



The Prince is equipped with this weapon at the beginning of the game. It's a blunt weapon with little power.

COPPER SWORD

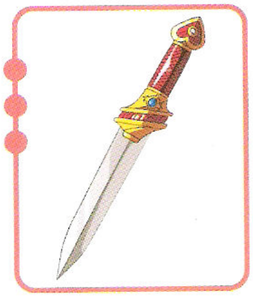
Hero	Y
Prince	Y
Princess	N
Buy	100G
Sell	75G
Attack	+10
Location	Leftwyne, Cannock, and Hamlin



The King presents this weapon to the hero as he begins his journey. It is the most basic type of sword.

KNIFE

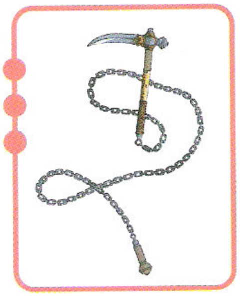
Hero	Y
Prince	Y
Princess	Y
Buy	200G
Sell	150G
Attack	+12
Location	Leftwyne, Cannock, and Lianport



This is one of the few weapons the Princess can equip. It's more effective in battle than the Wooden Cane, but still provides little punch.

SICKLE

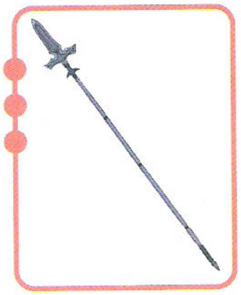
Hero	Y
Prince	Y
Princess	N
Buy	330G
Sell	247G
Attack	+15
Location	Leftwyne, Cannock, and Hamlin



Purchase this weapon for the hero and the Prince as soon as you can to replace the dulling blades of their Copper Swords.

SPEAR

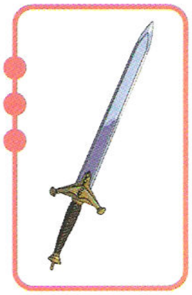
Hero	Y
Prince	Y
Princess	N
Buy	770G
Sell	578G
Attack	+20
Location	Hamlin



This is the best weapon available to the Prince until you can afford a Light or Falcon Sword.

STEEL SWORD

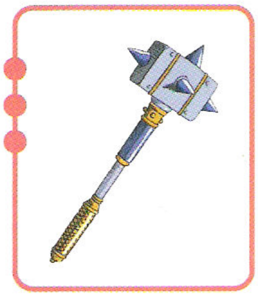
Hero	Y
Prince	N
Princess	N
Buy	1,500G
Sell	1,125G
Attack	+30
Location	
Tantegel, Lianport, Hamlin, and Osterfair	



The hero should use this sword until he can locate the legendary Loto Sword.

HAMMER

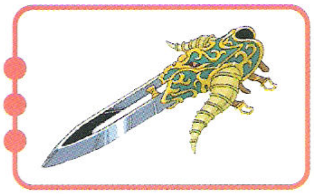
Hero	Y
Prince	N
Princess	N
Buy	4,000G
Sell	3,000G
Attack	+40
Location	
Tantegel, Beran, Wellgarth, or Osterfair	



It's better to hold out for the Loto Sword rather than spend 4,000 gold on this weapon.

DRAGON SWORD

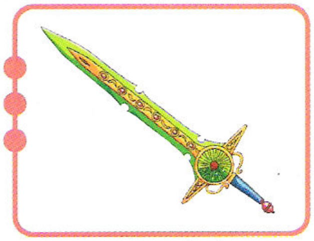
Hero	Y
Prince	N
Princess	N
Buy	8,000G
Sell	6,000G
Attack	+55
Location	
Beran, Wellgarth, Osterfair, and Tuhn	



It's not a bad sword, but it's kind of pricey. When battling Dragons, this sword displays unusual power.

LIGHT SWORD

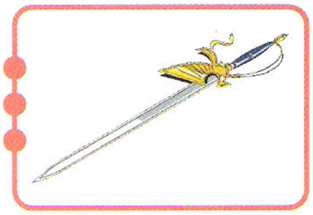
Hero	Y
Prince	Y
Princess	N
Buy	16,000G
Sell	12,000G
Attack	+70
Location	
Wellgarth	



This is the best weapon for the Prince. When used as an item during battle it has the same effect as casting the Surround spell, which is effective against most creatures.

FALCON SWORD

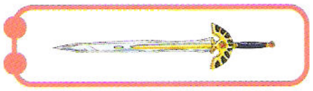
Hero	Y
Prince	Y
Princess	N
Buy	25,000G
Sell	18,750G
Attack	+7
Location	
Tuhn	



Its attack power is very low, but it allows the bearer to damage an enemy twice in one attack. It's great against metal creatures with low HP.

LOTO SWORD

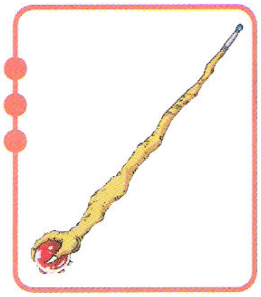
Hero	Y
Prince	Y
Princess	N
Buy	—
Sell	—
Attack	+40
Location	
Dracolord Castle	



This is one of the legendary items Loto once used in battle. It's a great weapon for the hero until he reaches the land of Rhone.

WIZARD WAND

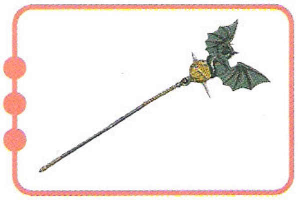
Hero	Y
Prince	Y
Princess	Y
Buy	2,500G
Sell	1,875G
Attack	+27
Location	
Lianport, Tantegel, Beran, and Tuhn	



This is a much better weapon for the Princess than the Knife or the Wooden Cane. When used as an item in battle, it has the same effect as casting the Firebal spell.

BOLT STAFF

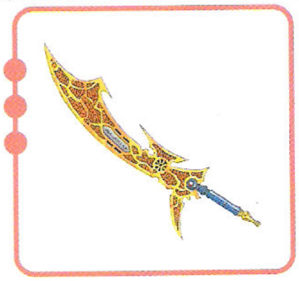
Hero	Y
Prince	Y
Princess	Y
Buy	—
Sell	19,500G
Attack	+45
Location	
Dropped by Magus	



This is the best weapon for the Princess. When used as an item in battle, it has the same effect as casting the Infernos spell.

THUNDR SWORD (THUNDER SWORD)

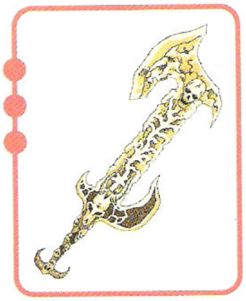
Hero	Y
Prince	N
Princess	N
Buy	—
Sell	375G
Attack	+95
Location	
Rhone Cave	



This is the best sword a hero can wield. When used as an item in battle, it has the same effect as casting the Infernos spell.

DEVIL SWORD

Hero	Y
Prince	N
Princess	N
Buy	—
Sell	11,250G
Attack	+105
Location	
Dropped by Dragon, Gigantes, and Atlas	

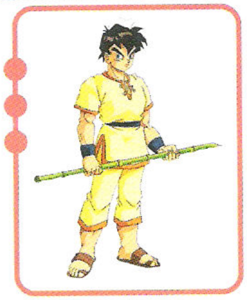


This is the most powerful sword in the game, but anyone who wears it must pay a price. When equipped, it curses its bearer.

ARMOR

CLOTH ARMOR

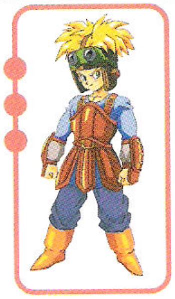
Hero	Y
Prince	Y
Princess	Y
Buy	—
Sell	23G
Power	+2
Location	
The Princess is equipped with this at the beginning of the journey.	



This does little to stop enemy attacks, but when it's the only armor you can afford, it's better than nothing.

LEATHR ARMOR (LEATHER ARMOR)

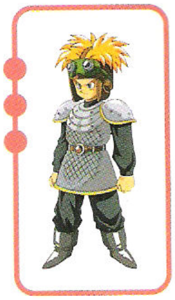
Hero	Y
Prince	Y
Princess	N
Buy	—
Sell	113G
Power	+6
Location	
The hero and the Prince are equipped with this at the beginning of the journey.	



It's good armor at the beginning of the game, but you'll need to find better armor as you progress.

CHAIN MAIL

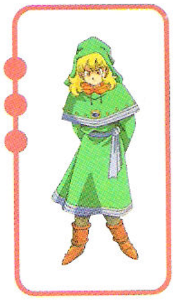
Hero	Y
Prince	Y
Princess	N
Buy	390G
Sell	292G
Power	+12
Location	
Leftwyne, Cannock, and Hamlin	



This provides affordable protection for the novice adventurer. You'll want to get this armor for the hero and the Prince right away.

EVADE CLOAK

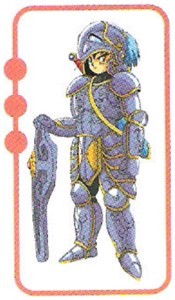
Hero	Y
Prince	Y
Princess	Y
Buy	1,250G
Sell	938G
Power	+35
Location	
Lianport, Tantegel, and Osterfair	



This is a great buy at only 1,250 gold. You may want to purchase one for everyone. This is the second-best armor for the Princess.

STEEL ARMOR

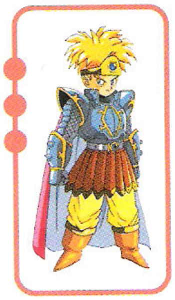
Hero	Y
Prince	N
Princess	N
Buy	1,000G
Sell	750G
Power	+25
Location	
Hamlin, Lianport, and Tantegel	



This is too heavy for the Prince, but the hero can make good use of this armor until he finds the Magic Armor.

MAGIC ARMOR

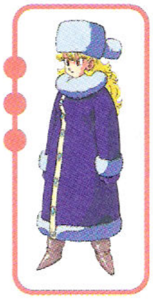
Hero	Y
Prince	Y
Princess	N
Buy	4,300G
Sell	3,225G
Power	+35
Location	
Tuhn and Osterfair	



Even the Prince can equip this and it's a lot cheaper than a Fur Cloak.

FUR CLOAK

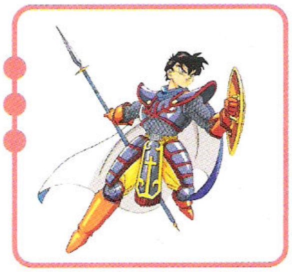
Hero	Y
Prince	Y
Princess	Y
Buy	65,000G
Sell	48,750G
Power	+60
Location	
Wellgarth	



Though this is expensive, it's worth purchasing for the Prince or the Princess if you can save up enough gold.

GAIA ARMOR

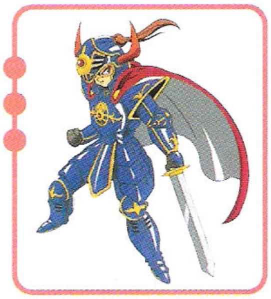
Hero	Y
Prince	N
Princess	N
Buy	—
Sell	38G
Power	+47
Location	
Osterfair	



Use the Gold Key to find this armor in the hands of Osterfair's blacksmith.

LOTO ARMOR

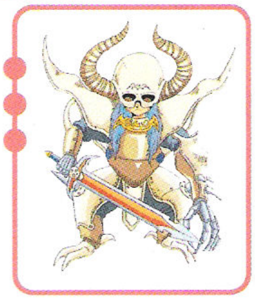
Hero	Y
Prince	N
Princess	N
Buy	—
Sell	—
Power	+75
Location	
Rhone Cave	



The hero will have less to fear in Rhone while wearing this legendary armor.

DEVIL ARMOR

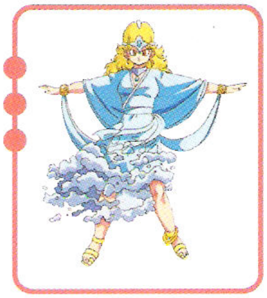
Hero	Y
Prince	Y
Princess	N
Buy	—
Sell	4,800G
Power	+87
Location	
Dropped by BatDemons	



Although this offers an incredibly powerful defense, it curses its wearer. Sell it for extra gold.

WATER ROBE

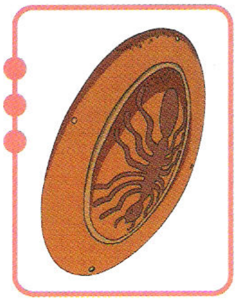
Hero	Y
Prince	Y
Princess	Y
Buy	—
Sell	53G
Power	+65
Location	
Don Mohame of Tuhn can make it	



This robe offers a strong defense against fire spells. It's also the best armor the Princess and the Prince can handle, but you can only get one.

LEATHR SHIELD (LEATHER SHIELD)

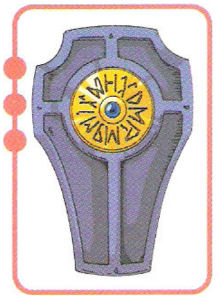
Hero	Y
Prince	Y
Princess	N
Buy	90G
Sell	45G
Power	+4
Location	
Lorasia, Leftwyne, Cannock, and Hamlin	



Although this doesn't offer much protection, it works well with strong armor.

STEEL SHIELD

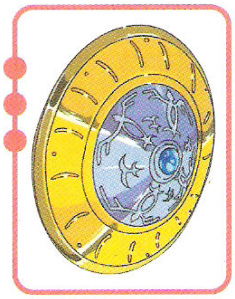
Hero	Y
Prince	N
Princess	N
Buy	2,000G
Sell	1,500G
Power	+10
Location	
Hamlin, Lianport, and Beran	



This complements the hero's Steel Armor nicely.

HEAL SHIELD

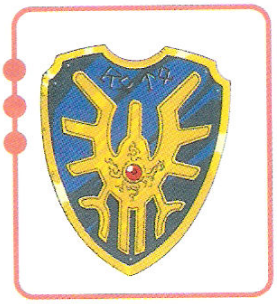
Hero	Y
Prince	Y
Princess	N
Buy	21,500G
Sell	16,125G
Power	+18
Location	
Tuhn, Beran, and Wellgarth	



It's expensive, but everyone should have one in his or her inventory. When used as an item in battle, it is just like casting a HealMore spell, which saves the Princess and the Prince MP.

LOTO SHIELD

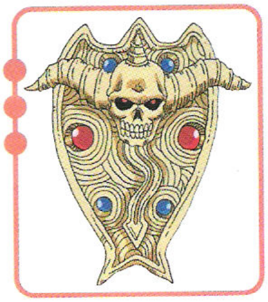
Hero	Y
Prince	N
Princess	N
Buy	—
Sell	—
Power	+30
Location	
Cannock Castle	



Only the hero can equip this legendary shield. You'll find it in Cannock Castle once you have the Gold Key.

EVIL SHIELD

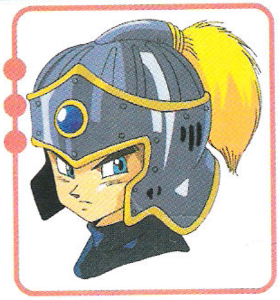
Hero	Y
Prince	N
Princess	N
Buy	—
Sell	6,600G
Power	+40
Location	
Dropped by MegaNites	



It curses its wearer, but it's worth a lot when sold.

IRON HELMET

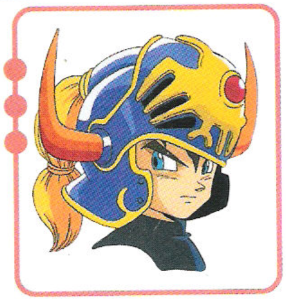
Hero	Y
Prince	N
Princess	N
Buy	3,150G
Sell	2,363G
Power	+6
Location	
Tantegel, Tuhn, Beran, Osterfair, and Wellgarth	



This increases the hero's defensive power slightly and is well worth the cost.

LOTO HELMET

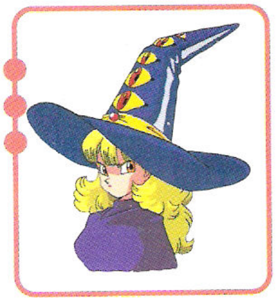
Hero	Y
Prince	N
Princess	N
Buy	—
Sell	—
Power	+20
Location	
Sacred Shrine	



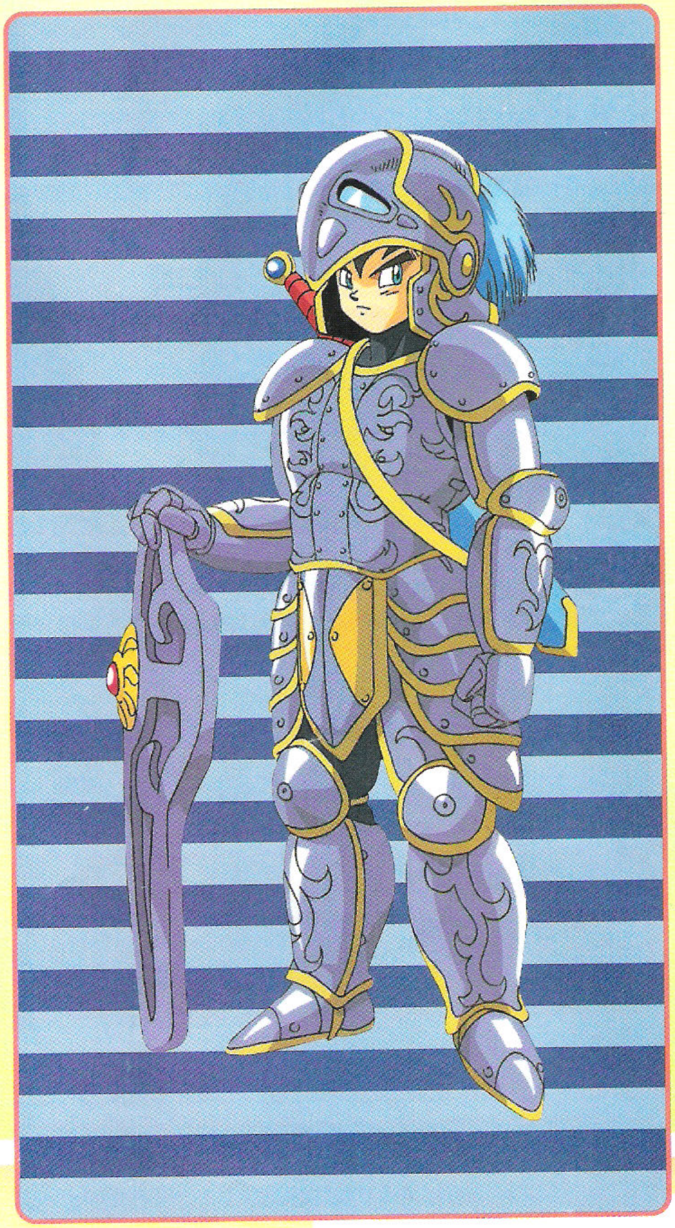
To get this legendary gear, you'll need to get the Loto Seal and take it to the Sacred Shrine.

MAGIC HELMET

Hero	Y
Prince	Y
Princess	Y
Buy	—
Sell	15,000G
Power	+8
Location	
Dropped by MagVamprs and Bazuzu	



This is the only helmet that the Prince and the Princess can wear.



ATTACK SPELLS

SPELL	PRINCE	PRINCESS	LEVEL	MP	RESULTS
Sizz	Y	N	3	2	Causes 15–25 points of damage to an enemy. Many enemies can also use this.
Woosh	N	Y	4	4	Inflicts damage to an enemy group. A bit more powerful than Firebal.
Sizzle	Y	N	18	4	Inflicts 30–50 points of damage to all enemies on screen.
Thwack	Y	N	23	4	Quickly eliminates a group of weak enemies. Has no effect against strong enemies.
Kaboom	N	Y	19	8	The strongest attack spell available to the Princess. Can inflict 50–80 points of damage to all monsters on screen.
Kamikazee	Y	N	28	1	Requires spell caster to give up his own life to destroy his enemies. Doesn't work on all enemies, but a good tactic when defeat is imminent.

DEFENSE SPELLS

SPELL	PRINCE	PRINCESS	LEVEL	MP	RESULTS
Snooze	N	Y	2	2	Puts a group of enemies to sleep temporarily.
Fizzle	Y	N	8	3	Prevents an enemy group from using magic. Often has no effect.
Dazzle	N	Y	6	2	Surrounds an enemy group with fog, which causes enemies to miss when attacking. Effective against most enemies.
Kasap	N	Y	10	2	Diminishes defensive powers of enemies, increasing the effectiveness of your attacks.
Kabuff	Y	N	20	2	Improves your party's defensive powers, reducing the damage the enemy can cause.
Safe Passage	Y	N	17	1	Protects your party from magical barriers found in castles, towns, and shrines. Use it before stepping on dangerous types of land.

RESTORE SPELLS

SPELL	PRINCE	PRINCESS	LEVEL	MP	RESULTS
Heal	Y	N	1	3	Restores up to 20 HP. Use this spell in combination with Herbs.
Squelch	Y	Y	6/12	3	Each step you take after being poisoned by an enemy lowers your HP. Antidote draws the poison out.
Midheal	Y	Y	14/1	5	Restores 40–50 HP. Choose wisely between Heal and HealMore to save MP.
Fullheal	N	Y	15	8	Uses up MP quickly, but also fully restores a character's HP.
Kazing	Y	Y	25/22	15	Restores life to a departed companion. A good substitute for the World Leaf.

SUPPORT SPELLS

SPELL	PRINCE	PRINCESS	LEVEL	MP	RESULTS
Evac	Y	Y	12/17	6	When you're lost, this helps you escape any indoor area. Your party will be placed on the World Map outside the area you were in.
Zoom	Y	N	10	6	While on the World Map this takes you back to the last location you saved your game. Use when your party is beat up.
Holy Protection	N	Y	8	2	Wards off monsters with fewer HP than your party. Has the same effect as Repellent.
Click	N	Y	29	2	Once the Princess learns this spell, you won't need to carry any other Key except the Dam Key.

ULTIMATE SPELL

SPELL	PRINCE	PRINCESS	LEVEL	MP	RESULTS
Hocus Pocus	N	Y	25	15	Highly unpredictable. May produce same results as other spells, or cause something incredible or even horrible.

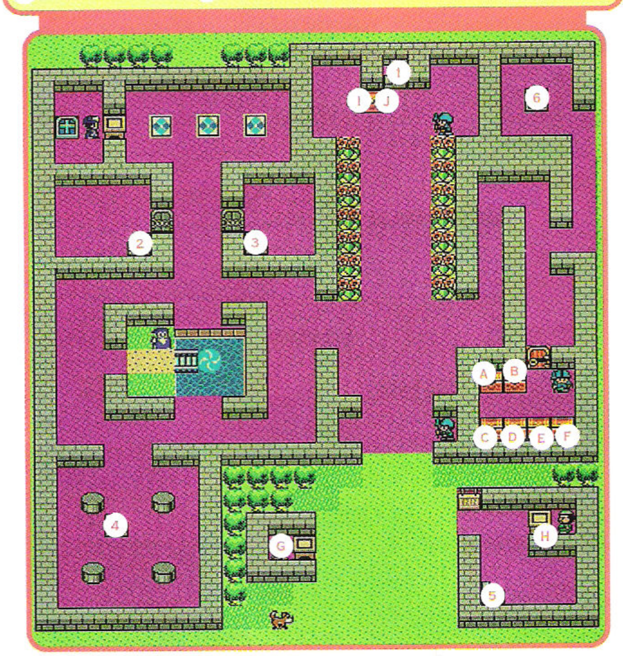
LEGEND FOR MAGIC SPELLS

Spell:	Name of the spell	Level:	What level the character must attain before learning the spell
Prince:	Whether or not the Prince can use the spell	MP:	The amount of MP consumed each time the spell is cast
Princess:	Whether or not the Princess can use the spell	Result:	Result of the spell

LORASIA CASTLE

LEGEND FOR LORASIA CASTLE

A	LifeAcorn	F	MysticNut	1	Stairs to Throne Room
B	Herb	G	Item Shop	2 ~ 5	Stairs to room
C	1,196 Gold	H	Inn	6	Stairs to dungeon
D	STRseed	I	Copper Sword		
E	Loto Seal	J	50 Gold		



MONSTERS
GiantSlug
IronAnt
Magus
Slime

OBJECTIVES
Speak with the King
Collect the Copper Sword and 50 gold
Get experience

ITEM SHOP	
Herb	10G
Antidote	8G
Leathr Shield	90G

ITEMS
LifeAcorn
Herb
1,196 Gold
STRseed
Loto Seal
MysticNut
50 Gold
Copper Sword

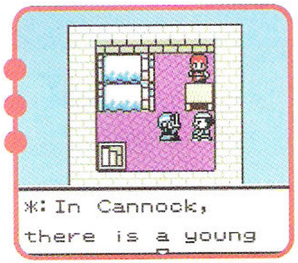
INN
4G per person

NOTE

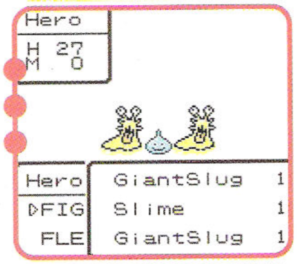
Inn prices vary depending upon how many characters stay at the Inn. For example, it costs 4 gold for one character, 8 for two, and 12 for three.

Oh! 50G and a Copper Sword!

Follow the **King** downstairs and search the chest to get a **Copper Sword** and **50 Gold**. Be sure to equip the sword right away. You don't want to wander into the wilderness without a weapon. When you equip the Copper Sword you'll notice that your Leathr Armor has already been equipped.



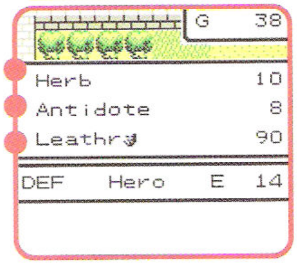
*: In Cannock, there is a young



Hero
H 27
M 0

Hero
▷FIG
FLE

GiantSlug 1
Slime 1
GiantSlug 1



G 38
Herb 10
Antidote 8
Leathr 90
DEF Hero E 14

Your first goal is to find the other descendents of Loto. There is a Prince in Cannock and a Princess in Moonbrook who may be willing to join you on your quest.

Your hero is weak; he is only a level 1 warrior. Before wandering too far from the castle, **get some experience.** Wander around the plains surrounding the castle and battle Slimes and GiantSlugs to earn experience. Don't go too far at first. You want to be able to return to the castle quickly for healing when you are low on HP.

Once you have reached level 3, visit the Item Shop and purchase the Leathr Shield and some Herbs. Leave the safety of Lorasia Castle and head west to find the town of Leftwyne.

IMPORTANT CONVERSATIONS

"The town of Leftwyne is to the west of here. People rest there while traveling to Cannock."

"In Cannock there is a young Prince and, in Moonbrook, a lovely Princess. You will like them, Prince."

LEFTWYNE

BLACKSMITH'S SHOP	
Club	60G
Copper Sword	100G
Knife	200G
Sickle	330G
Chain Mail	390G
Leathr Shield	90G

INN
6G per person

SUGGESTED LEVEL
3

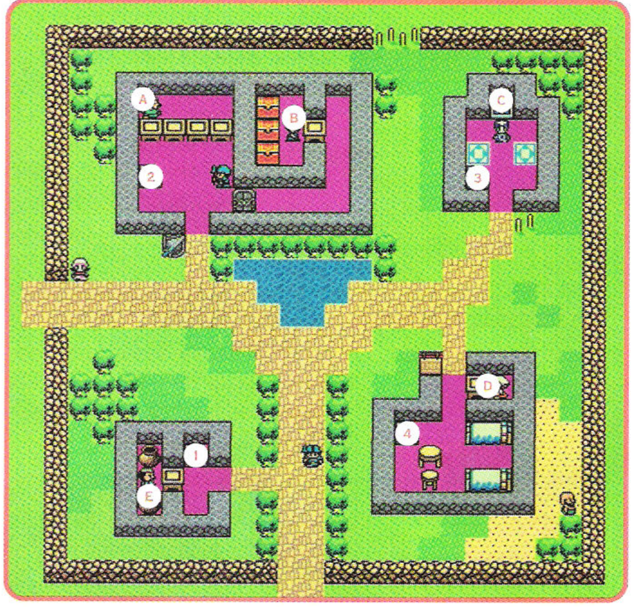
MONSTERS
Dracky
GiantSlug
IronAnt
Phantom
WildMouse

OBJECTIVES
Talk to the villagers
Find Cannock Castle

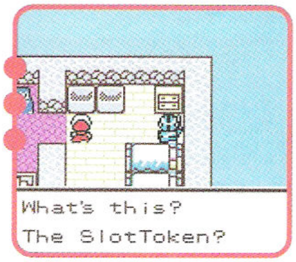
ITEM SHOP	
Herb	10G
Antidote	8G
Warp Wing	25G

LEGEND FOR LEFTWYNE

A	Blacksmith's Shop	E	Item Shop
B	Slot Machine	1	Stairs to Storage Service
C	Temple	2 - 4	Stairs to Room
D	Inn		



When you reach Leftwyne, you will probably need rest. Fortunately there's an Inn where you can rest for 6 gold. More importantly though, there's a blacksmith in town that sells all kinds of weapons and armor. Most of his goods will be out of your reach at this point in the game, but it would be a good idea to work up the 90 gold for a Leathr Shield if you haven't already. It may not be a powerful piece of armor, but you'll be surprised at how much it'll help with the enemies around Leftwyne.



What's this?
The SlotToken?

NOTE

Check out the dresser in the room above the Blacksmith's Shop to find a SlotToken.

*:Cannock Castle
is far to the

Speak to the villagers and you'll learn that Cannock Castle is to the north. You'll also hear that there's a Shrine to the west of Leftwyne that leads to Moonbrook Castle. Cannock will be your first stop. Rest and, when you're ready, head north to find **Cannock Castle.**

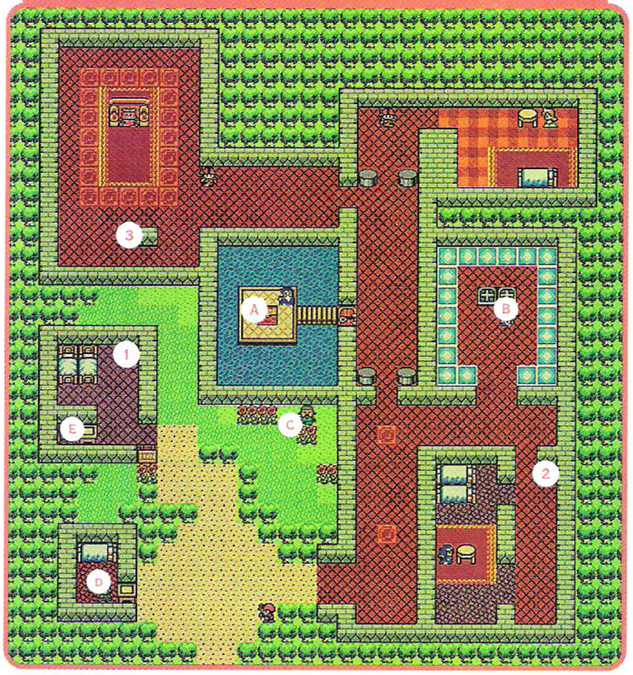
IMPORTANT CONVERSATIONS

"Cannock Castle is far to the north of here." "Um, if you go west, there's a shrine. You can get across to Moonbrook from there. My dad's a soldier in Moonbrook. He's great."

CANNOCK CASTLE

LEGEND FOR CANNOCK CASTLE

A	Loto Shield	E	Inn
B	Temple	1	Stairs to room
C	Traveling Merchant	2	Stairs to dungeon
D	Item Shop	3	Stairs to King's Chambers



SUGGESTED LEVEL

4

OBJECTIVES

- Speak with the King
- Learn about the Prince from the Princess of Cannock
- Find the Hero's Spring

INN

8G per person

TRAVELING MERCHANT

Copper Sword	100G
Knife	200G
Sickle	330G
Leathr Shield	90G
Chain Mail	390G

ITEM

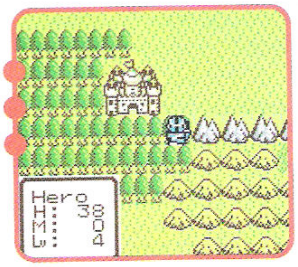
Loto Shield

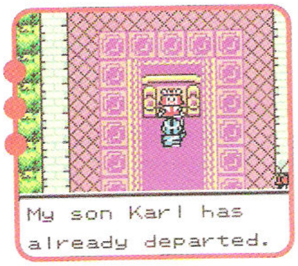
MONSTERS

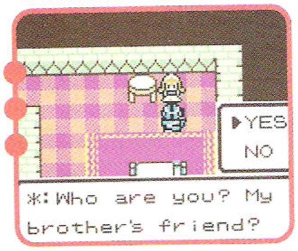
- Dracky
- GiantSlug
- IronAnt
- Phantom
- WildMouse

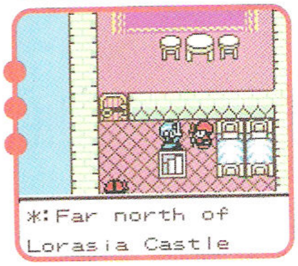
ITEM SHOP

Herb	10G
Antidote	8G
Warp Wing	25G
Repellent	40G


Hero
H: 38
M: 0
L: 4


My son Karl has already departed.


▶YES
NO
*:Who are you? My brother's friend?


*:Far north of Lorasia Castle

You've reached Cannock Castle in search of the Prince of Cannock. **Speak with the King** and he'll tell you that his son, the Prince, has already left for the Hero's Spring.

Enter the room on the east side of the castle and you'll find the **Princess of Cannock.** Tell her you're a friend of her brother and she'll say that the Prince likes to take his time while traveling, so he may not always go straight from place to place.

A little more searching for clues leads you to information that **Hero's Spring** is far to the north of Lorasia Castle. To prepare for your trip, purchase a couple of Herbs and Antidotes. Then, save your game with the King and prepare to head east.

IMPORTANT CONVERSATIONS

"Kid, listen up. This is important. Get hold of the Silver Key. That Key will open any door that has a silver-colored frame around it."

"Far north of Lorasia Castle is a cave in which the Hero's Spring is said to flow."

"My big brother is easy going. He doesn't like to hurry at all. I bet he's making side trips."

HERO'S SPRING CAVE

MONSTERS
Dracky
GiantSlug
IronAnt
KingCobra
WildMouse

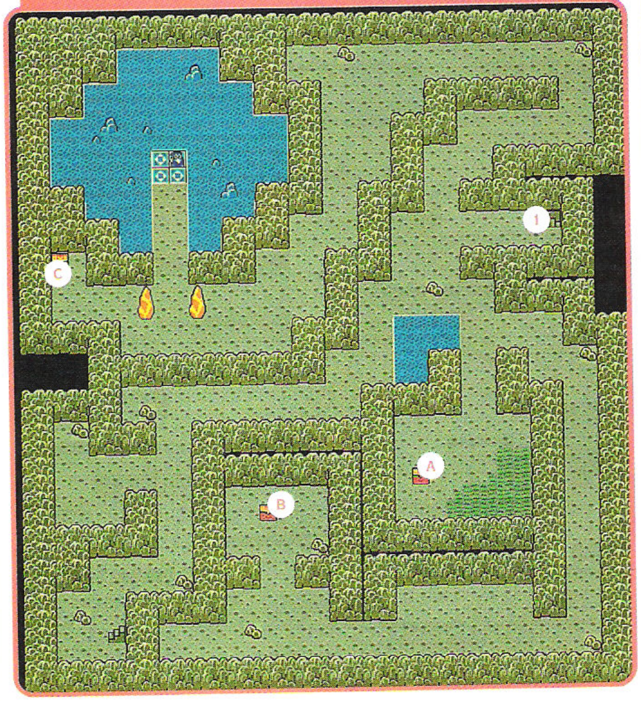
OBJECTIVES
Find the Hero's Spring
Head south to Lorasia Castle

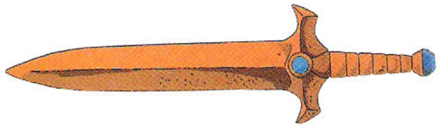
SUGGESTED LEVEL
5

ITEMS
Herb
85 Gold
Antidote

LEGEND FOR HERO'S SPRING CAVE (FLOOR #1)

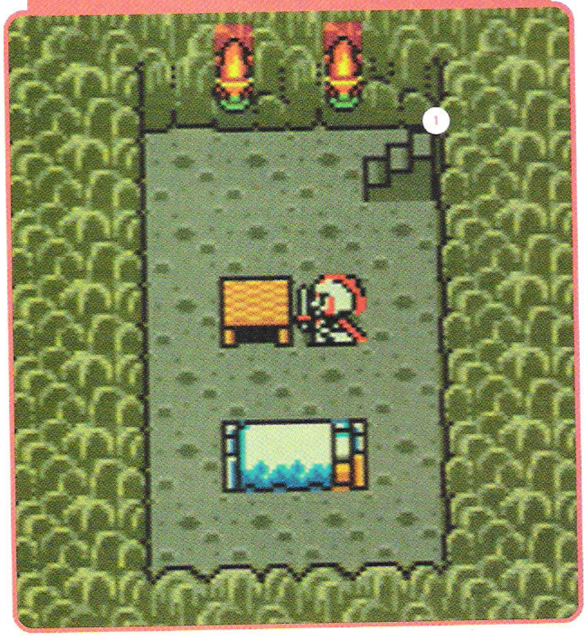
A	Herb	C	Antidote
B	85 Gold	1	Stairs to Floor #2

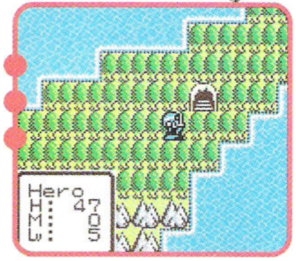


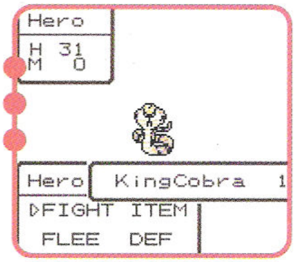


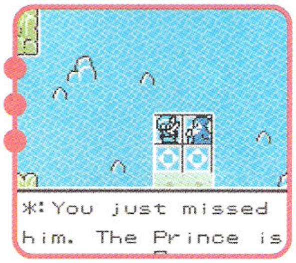
LEGEND FOR HERO'S SPRING CAVE (FLOOR #2)

1	Stairs to Floor #1








*: You just missed him. The Prince is

Stay north of the mountains next to Cannock Castle and head east. It's a long walk to Hero's Spring Cave, which lies on the northeast corner of the continent. Make sure you take along some Herbs. There are no towns near the spring, so you'll have to rely on items for healing.

The cave is a small one, but there are some tough enemies about. You'll need an Antidote or two in case a KingCobra poisons you. If you don't have an Antidote, you may be in big trouble. It's unlikely that you'll make it all the way back to Cannock Castle before the poison overcomes you.

In the northwest corner of the cave you'll find the **Hero's Spring**, but the Prince of Cannock is nowhere to be found. Talk to the man at the spring and he'll say that the Prince is heading toward **Lorasia Castle**. The Prince must be searching for you.

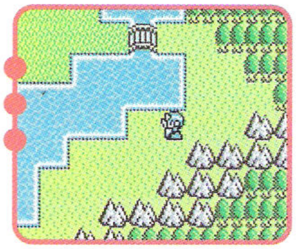
NOTE

The spring's water can restore lost HP. Let the man there baptize you to heal your wounds, so you can do more fighting and earn lots of experience and gold.

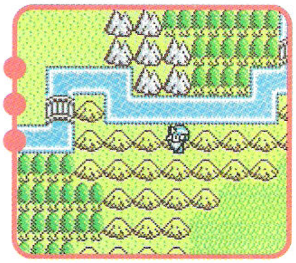
THE SEARCH FOR THE PRINCE OF CANNOCK

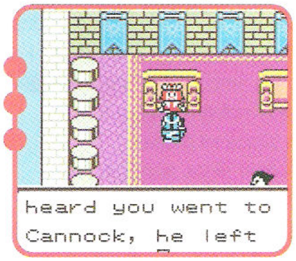
OBJECTIVES
Speak with the King at Lorasia Castle
Find and equip the Prince

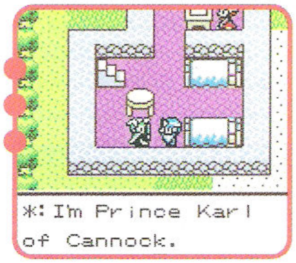
SUGGESTED LEVEL
6

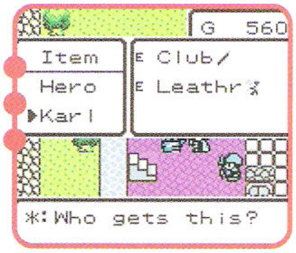


Head south from Hero's Spring to find Lorasia Castle. It isn't a direct path, but it's better than walking all the way back to Cannock Castle, then Leftwyne, and then finally to Lorasia Castle. Head southwest along the mountain range. Past the mountains you'll see a swamp to the east. Go around the swamp and head south along the mountains. You'll actually pass Lorasia Castle, but there's no way to get to it. Just continue around the mountains to a couple of bridges. Cross the bridges and then head north to Lorasia Castle.




heard you went to Cannock, he left


*: I'm Prince Karl of Cannock.



*: Who gets this?

When you reach the castle, head upstairs to see the **King.** He'll tell you that the Prince was just there, but that he left when he heard you were on your way to Cannock. Rest at the Inn and then make the long trek west to Leftwyne.

The Princess of Cannock mentioned that the Prince likes to make side trips, so it's a good bet he's somewhere nearby. Go to Leftwyne and check out the local Inn and you'll notice another guest. The guest turns out to be **the Prince.** Finally you have someone to fight with you on your side.

The Prince's equipment isn't what you'd expect for an adventurer, so you better **upgrade** right away. Get him a Leathr Shield first. Then buy a Sickle for the hero and give the Copper Sword to the Prince.

Now, the Prince is ready to do some adventuring.

LAKE CAVE

MONSTERS
ArmorPede
ArmyAnt
Babble
BigRat
Healer
KingCobra
MagicAnt
Sorcerer

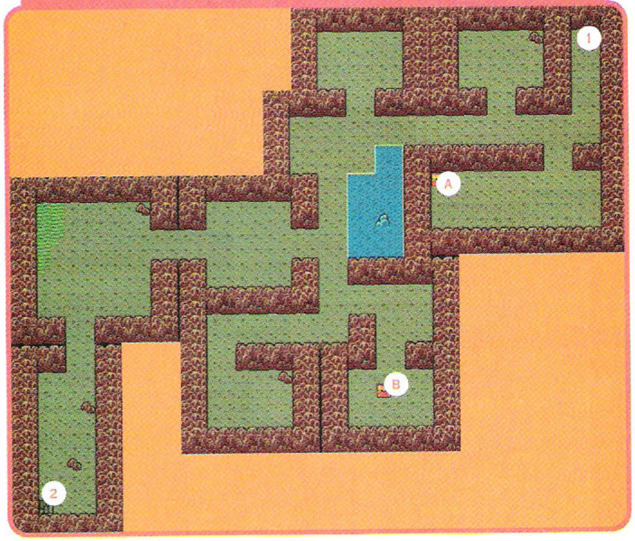
OBJECTIVES
Find the Shrine southwest of Cannock Castle
Speak with the Sage
Head south from Lorasia Castle to find a Shrine
Find the SilverKey

SUGGESTED LEVEL
7

ITEMS
AGLseed
SlotToken
LifeAcorn
Antidote
240 Gold
Warp Wing
SilverKey

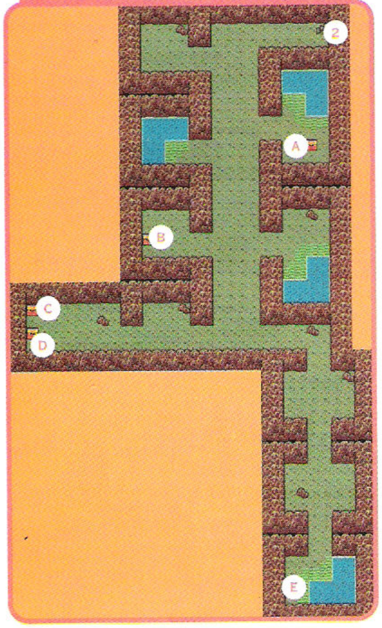
LEGEND FOR LAKE CAVE (FLOOR #1)

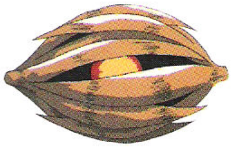
A	AGLseed	1	Entry Point
B	SlotToken	2	Stairs to Floor #2



LEGEND FOR LAKE CAVE (FLOOR #2)

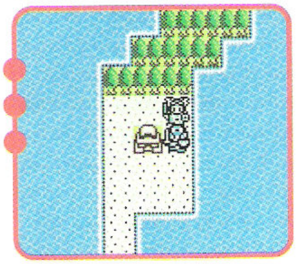
A	LifeAcorn	D	Warp Wing
B	Antidote	E	SilverKey
C	240 Gold	2	Stairs to Floor #1





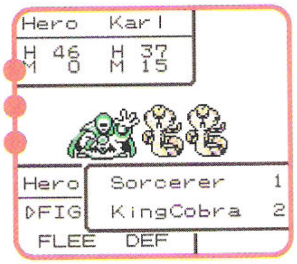
Now that you've found the Prince of Cannock, it's time to find the Princess of Moonbrook. Find the **Shrine** southwest of Cannock Castle. Speak to the **Sage** inside the Shrine and he'll ask you to seek out his brother in the Shrine south of Lorasia Castle. To comply with his request, return to Lorasia Castle and head south. You'll find the **Shrine** at the tip of a peninsula. Speak with the man inside the Shrine and he'll tell you of a cave far to the west of Cannock Castle called the Lake Cave. Deep within the cave you can find the **SilverKey,** one of several Keys you'll need to collect throughout your adventures.

*: My brother
should be there,



First, find the
Silver Key.

What's this?
The SilverKey?



```
Hero   Karl
H 46   H 37
M  0   M 15

Hero  Sorcerer    1
▷FIG  KingCobra   2
 FLEE  DEF
```

Return to Cannock Castle and prepare for your journey to Lake Cave by stocking up on Antidotes and Herbs. From the castle head west, staying north of the mountains. You'll find a cave set in the center of a lake. This is known as Lake Cave. With the Prince in your party, you can now challenge the monsters in this small cave to find a valuable treasure.

The cave is pretty simple. There are a few dead ends, but they're short, so backtracking isn't a big deal. The big prize, the SilverKey, is located at the very bottom of this cave. The lower level is crawling with tough enemies, so be careful.

Watch out for Sorcerers and KingCobras. Sorcerers can use the Firebal spell, which causes a lot more damage than most normal attacks. If you fight a group of three Sorcerers you could be in a world of hurt if they all decide to use the Firebal spell.

KingCobras can poison you. Poison isn't a big deal if the Prince is level 6 and knows the Antidote spell, or if you've stocked up on Antidotes. But if you run out of Antidotes or the Prince exhausts his MP, you better run from large groups of KingCobras. Getting poisoned this far from town can be deadly.

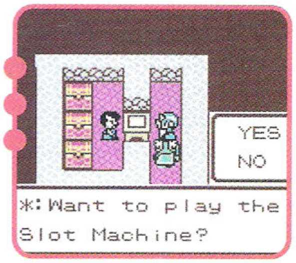
THE SILVER KEY

OBJECTIVES

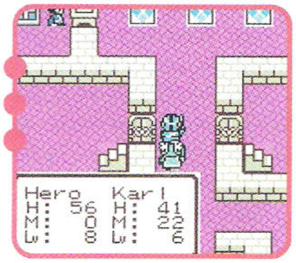
- Visit Leftwyne
- Visit Lorasia Castle

SUGGESTED LEVEL

8



YES
NO
*:Want to play the Slot Machine?



Hero Karl
H: 56 H: 41
M: 0 M: 22
L: 8 L: 6

Now that you have the SilverKey, it's time to go check out some of those locked doors you've had to pass by. Head to Leftwyne. There's a silver door in the Blacksmith's Shop. Use the SilverKey to unlock it and you'll find a Slot Machine Shop. If you have a SlotToken you can play the Slot Machine and try to win some cool items. You can get SlotTokens by purchasing items from shops and defeating certain monsters. Occasionally, you may find a token hidden in a dresser.

At Lorasia Castle you can use the SilverKey for a couple of things. First, there are two doors on the west side of the castle that can be opened. Inside the rooms you can speak to a couple of Lorasia's citizens who'll offer you friendly advice. You'll also find a SlotToken in the dresser. On the east side of the castle you can use the SilverKey to unlock a door that leads to a jail below the castle. You can't do anything there yet, but one of the inmates asks if you've found the Jail Key.

LORA'S GATE

LEGEND FOR LORA'S GATE

1 North entrance
2 South entrance
3 Stairs to small island

OBJECTIVES

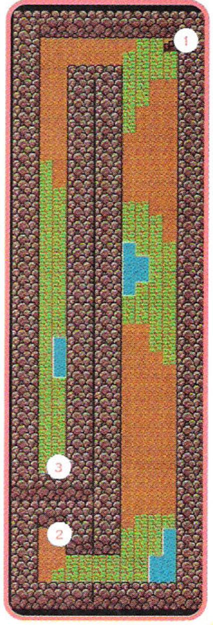
- Enter the Shrine southeast of Lake Cave
- Pass through Lora's Gate and head south to Hamlin

MONSTERS

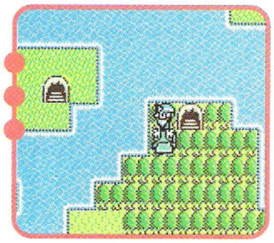
- ArmorPede
- Big Rat
- KingCobra
- Phantom
- Sorcerer

SUGGESTED LEVEL

8



Now that you've found the Prince and the SilverKey, you're ready to start your journey toward Moonbrook Castle. Return to the **Shrine** southwest of Cannock Castle. Use the stairs to enter a very small place known as **Lora's Gate.**



The path along the west side of the gate leads to a small island in a channel south of a Shrine. The east path leads to the southern continent where Moonbrook is located. Going to the island is pointless right now, so stick to the east path and continue toward Moonbrook.

HAMLIN

OBJECTIVES

- Upgrade your equipment
- Head southwest to Moonbrook Castle

SUGGESTED LEVEL

9 or 10

BLACKSMITH'S SHOP	
Sickle	330G
Spear	770G
Steel Sword	1,500G
Chain Mail	390G
Steel Armor	1,000G
Steel Shield	2,000G

ITEM SHOP	
Herb	10G
Antidote	8G
Warp Wing	25G
Repellent	40G
Leathr Shield	90G
Knife	200G

INN

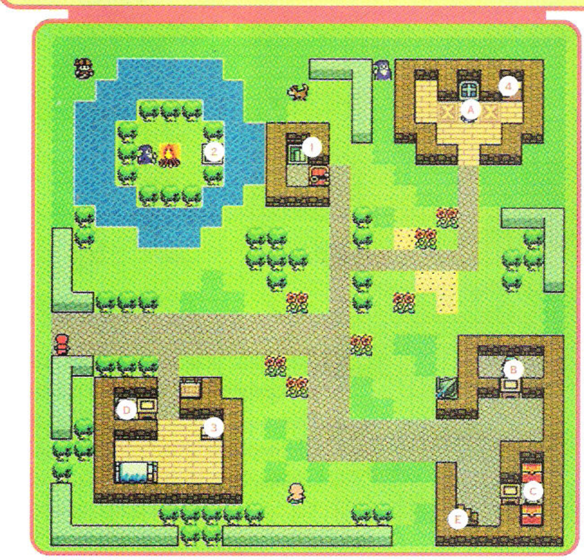
12G per person

MONSTERS

- ArmorPede
- ArmyAnt
- Babble
- Baboon
- BigRat
- Healer
- KingCobra
- LizardFly
- MagicAnt
- MegaPede
- Ozwarg
- Smoke
- Sorcerer
- WizDracky
- Zombie

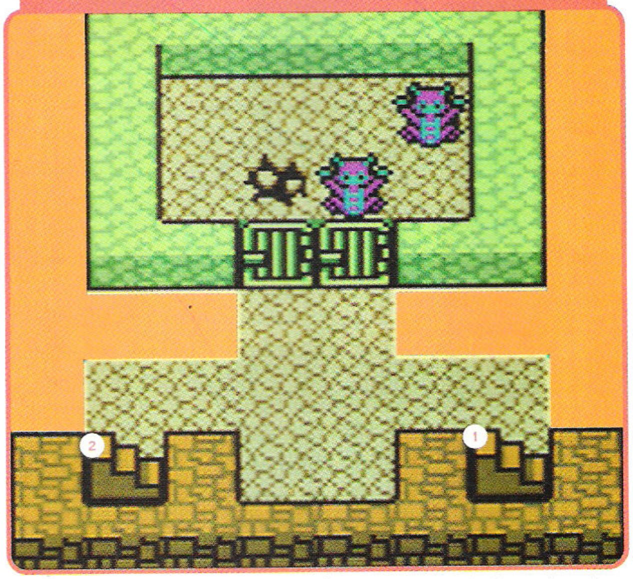
LEGEND FOR HAMLIN

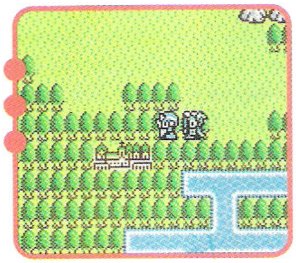
A Temple
B Blacksmith
C Item Shop
D Inn
E Stairs to Storage Service and Slot Machine
1 Stairs to Underground
2 Stairs to Underground
3 - 4 Stairs to Room

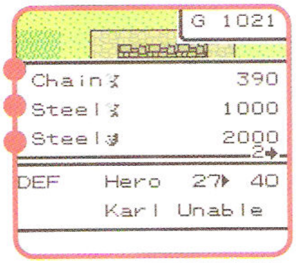


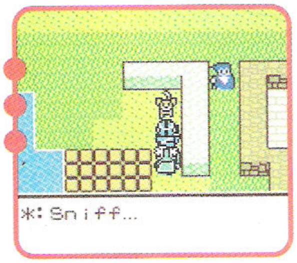
LEGEND FOR HAMLIN UNDERGROUND

① Stairs up to town ② Stairs up to town






G 1021
Chain 390
Steel 1000
Steel 2000
DEF Hero 27 ▸ 40
Karl Unable


*: Sniff...

After exiting Lora's Gate, head south to find the town of **Hamlin.** This is an important stop for our adventurers. The local blacksmith sells useful weapons and armor, but they may be a bit out of your price range at this point in the game. There's also an Inn, and a man at the north end of the town will allow you to save your game.

Be sure to purchase a **Spear for the Prince.** It will increase his attack power just enough to make him effective in combat. Also purchase the **Steel Armor** and **Steel Sword** for yourself. The Steel Shield is pretty expensive, so hold off on purchasing it until after you visit Moonbrook Castle. If you're short on funds, you can always battle enemies around Hamlin. It doesn't take much work to earn the gold you need.

Take a look around the town. Several people have useful information for you. Look for a dog near the water in the northwest corner of town. Speak to the dog and it will follow you around town. Odd behavior for a dog, don't you think?

One of Hamlin's citizens tells you that Moonbrook is southwest. Rest, save your game, and then get ready to head to **Moonbrook Castle.**

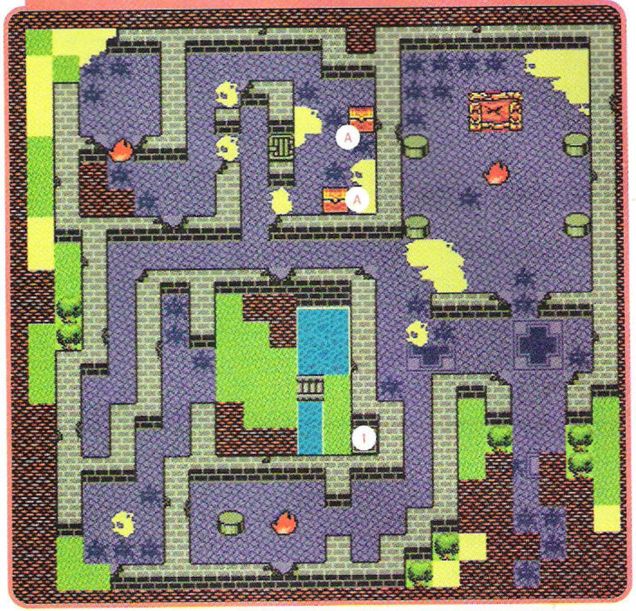
IMPORTANT CONVERSATIONS

> ***"Moonbrook Castle is southwest. Go west first, then turn south. Watch out for monsters."***
>
> ***"I hear there's this flying cape in a tower somewhere. If you wear that cape, you can fly a bit if you jump from up high. Don't you forget what I told you!"***

MOONBROOK CASTLE

LEGEND FOR MOONBROOK CASTLE

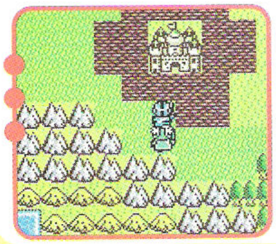
Ⓐ Empty Treasure Chest ① Stairs to basement



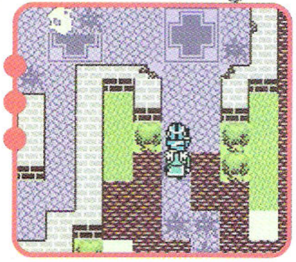
SUGGESTED LEVEL
10

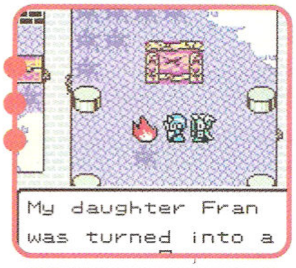
OBJECTIVES
Speak with the Flames to learn about the Princess

MONSTERS
ArmorPede
KingCobra
Metaly
Smoke
Zombie

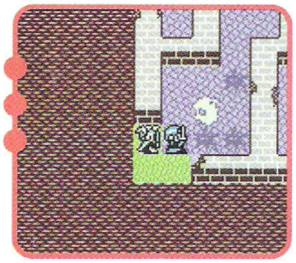


Cross the bridge south of Hamlin and then head west along the shoreline. When you reach the large beach, turn south and you'll find Moonbrook Castle surrounded by a large swamp.





My daughter Fran was turned into a



Swamps contain poisonous gasses that hurt anyone who is foolish enough to pass through them. Unfortunately, you're often left with no choice but to pass through swamps and take damage, and this so happens to be one of those cases. Try to plot the shortest route through the swamp to limit the amount of damage you take.

Hargon's attack has left Moonbrook Castle in ruins. The swamp has seeped into the castle and monsters now run freely through the halls. Be very careful while exploring so that you take as little damage as possible from the swamps, and be ready to fight at any time.

The spirits of the dead roam the halls of Moonbrook Castle in the form of **flames.** Speak with them to learn of a terrible curse that was placed on the Princess, transforming her into a mutt. They'll also mention that a magic item known as the **LarMirror** was lost long ago in a swamp southeast of Hamlin. The mirror has the power to break the curse placed on the Princess.

There's a staircase in the center of the castle that leads to an underground chamber. To reach it, you'll have to pass through the broken wall in the northwest corner of the castle, and then walk south through the swamp to reach a passage that leads to the stairs. Be sure to keep an eye on your party's HP as you pass through the swamp. You'll probably need to heal everyone once.

IMPORTANT CONVERSATIONS

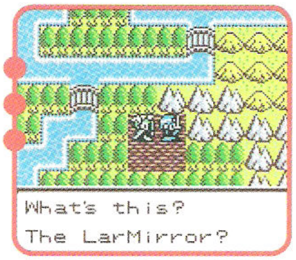
"I am the soul of Moonbrook's King. My daughter was turned into a dog by a curse... the shame of it."

"East of here lies a small swamp within sight of two bridges. The LarMirror is there... I cannot die until I pass that on."

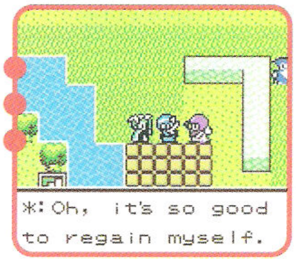
"Please... reflect the Princess in the LarMirror."

THE LARMIRROR

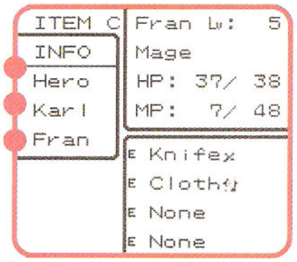
OBJECTIVES	SUGGESTED LEVEL
Locate the LarMirror	10
Free the Princess from her curse	



What's this?
The LarMirror?



*: Oh, it's so good
to regain myself.



ITEM C
INFO
Hero
Karl
Fran

Fran Lv: 5
Mage
HP: 37/ 38
MP: 7/ 48

E Knifex
E Cloth
E None
E None

After exploring Moonbrook Castle you'll probably need to return to Hamlin to rest and to save your game. The swamp where the LarMirror can be found is southeast of Hamlin, but there's no direct route to it.

Return to Moonbrook Castle. From the castle head east, staying south of the lake and river. You'll find a small square swamp near two bridges. Step into the swamp and search the ground in the northeast corner to find the **LarMirror.**

Head back to Hamlin with the mirror in hand. Remember that little dog that followed you around earlier? **Use the LarMirror on the dog to free the Princess from the curse.** She'll return to normal and you'll have your third and final party member, the Princess.

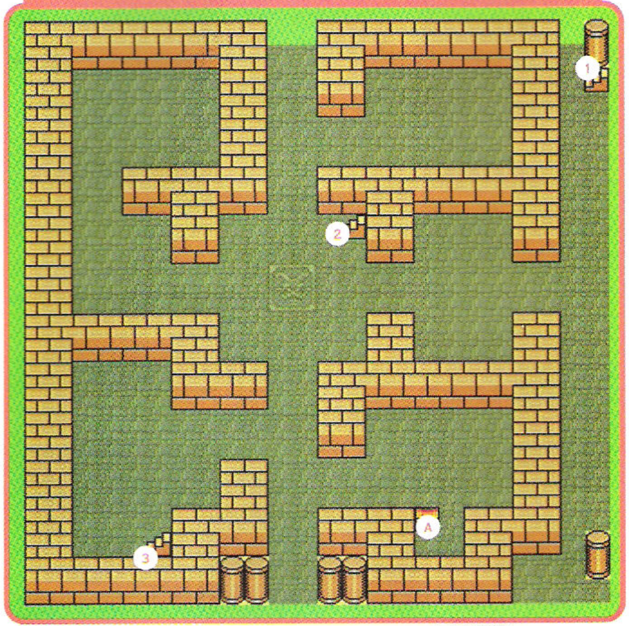
The Princess is equipped with a Wooden Cane and Cloth Armor, which is hardly the gear of a warrior. She is a sorceress and cannot rely on heavy armor and weapons. Her strength is in her ability to use magic.

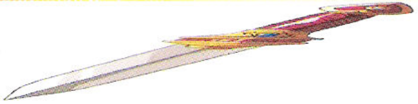
Wander the area around Hamlin until she reaches at least level 4, so that she'll have a couple of useful spells and a bit more HP. You won't be able to upgrade her armor yet, but you can purchase a Knife for her at the Item Shop. It'll only add a little to her attack, so you may want to hold off until you can purchase some better equipment.

WIND TOWER

LEGEND FOR WIND TOWER (FLOOR #1)

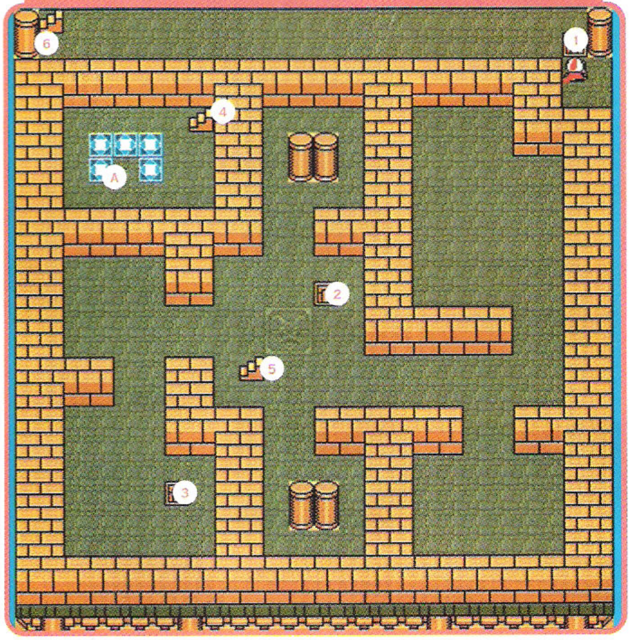
A	Herb
1 ~ 3	Stairs to Floor #2





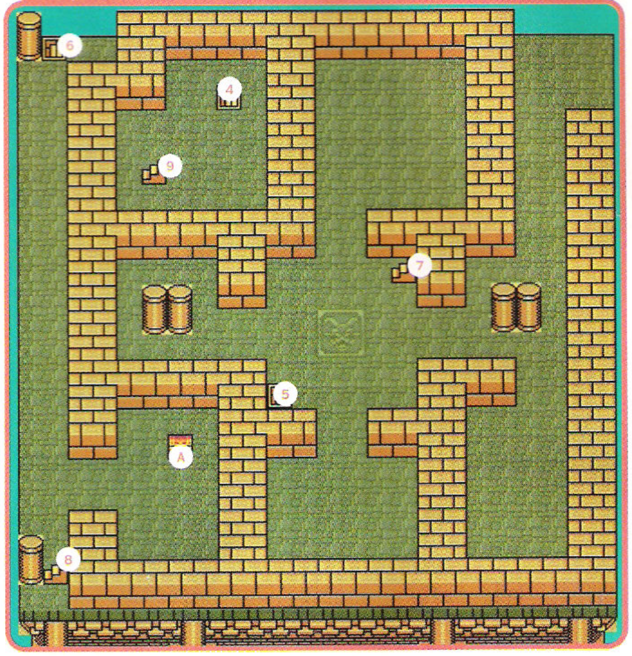
LEGEND FOR WIND TOWER (FLOOR #2)

A	Wind Cloak
1 ~ 3	Stairs to Floor #1
4 ~ 6	Stairs to Floor #3



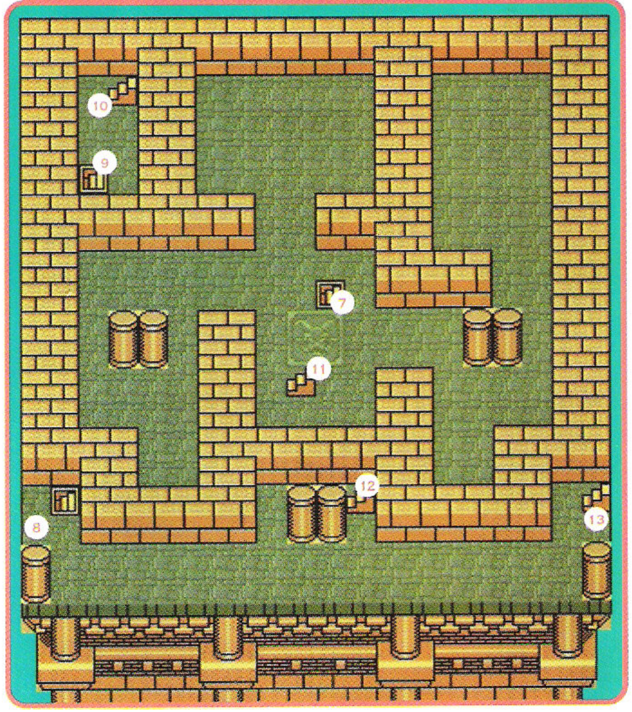
LEGEND FOR WIND TOWER (FLOOR #3)

A	336 Gold
4 ~ 6	Stairs to Floor #2
7 ~ 9	Stairs to Floor #4



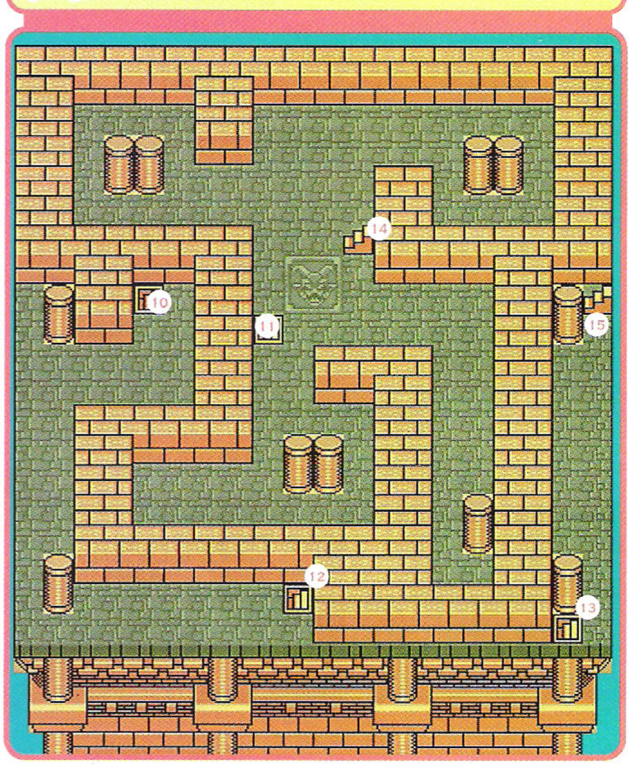
LEGEND FOR WIND TOWER (FLOOR #4)

7 ~ 9	Stairs to Floor #3
10 ~ 13	Stairs to Floor #5



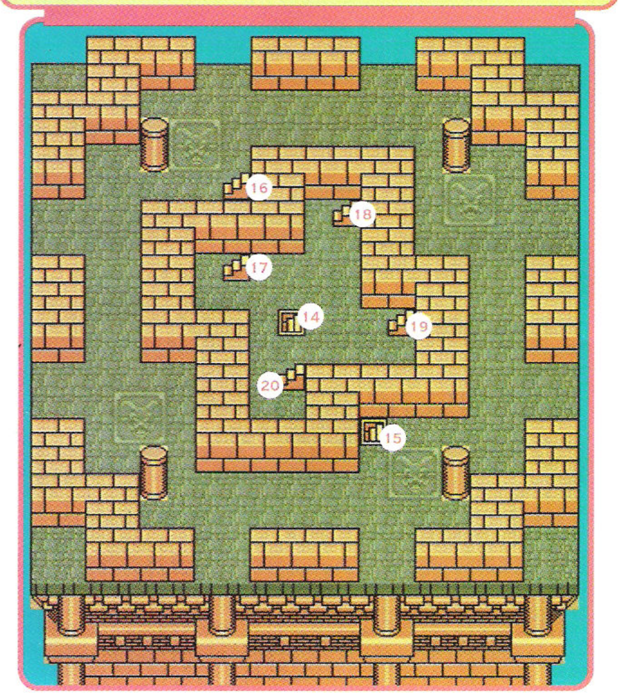
LEGEND FOR WIND TOWER (FLOOR #5)

10 ~ 13	Stairs to Floor #4
14 & 15	Stairs to Floor #6



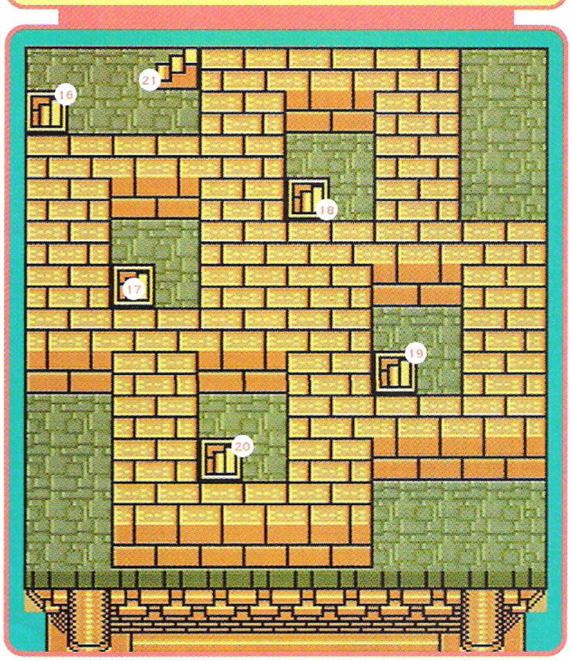
LEGEND FOR WIND TOWER (FLOOR #6)

14 & 15	Stairs to Floor #5
16 ~ 20	Stairs to Floor #7



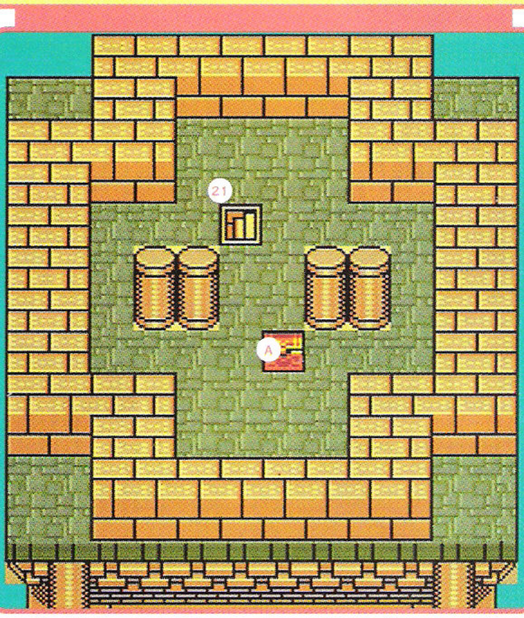
LEGEND FOR WIND TOWER (FLOOR #7)

16 ~ 20	Stairs to Floor #6
21	Stairs to Floor #8



LEGEND FOR WIND TOWER (FLOOR #8)

A	Wizard Ring
21	Stairs to Floor #7



OBJECTIVES

- Find the Wind Cloak
- Get the Wizard Ring

ITEMS

- Herb
- Wind Cloak
- 336 Gold
- Wizard Ring

SUGGESTED LEVEL

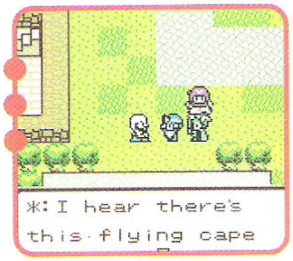
11

MONSTERS

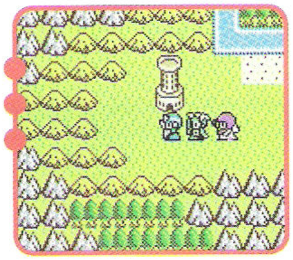
- BigRat
- GhostRat
- KingCobra
- MagicAnt
- MegaPede
- Phantom
- Smoke
- Sorcerer
- WizDracky
- Zombie

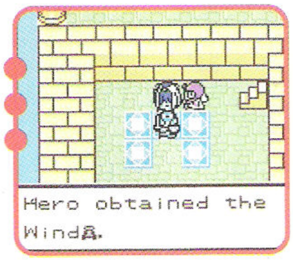
Exploring the area around Hamlin and Moonbrook Castle quickly leads you to one conclusion. You're stuck. Mountains and rivers block your progress to the south and you don't have a ship to sail the oceans with.

If you've been paying attention to what people have said, you've heard of a Wind Tower and a mystical Wind Cloak that can protect you from a great fall. Perhaps your next goal should be to find this far-off tower and claim the magic Wind Cloak for yourself.

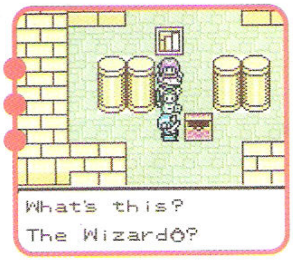


*: I hear there's
this flying cape





Hero obtained the
Wind



What's this?
The Wizard

Getting to the tower isn't easy. From Hamlin, head east to the river and follow it north. Use the second bridge to cross the river and then travel along the shore to the south. When you reach the islands to the south, stay to the east coast and cross the many bridges. When you can't go south any farther, head straight west to find the **Wind Tower.**

Upon entering the tower, use the staircase in the northeast corner of the first floor. This leads you down several narrow corridors until you reach the fourth floor. On the fourth floor you'll find two options. Use the first one; it goes up one floor and then down to the second floor. Keep going down until you find a chest containing the **Wind Cloak.**

Return to the fourth floor and use the stairs in the southeast corner. Follow the path to the top of the tower to get a Wizard Ring. Be sure to hold onto this rare item for later in the game when you really need it.

You've seen everything you need to see in this tower. There's a lot more to explore if you wish, but if you're ready to move on, return to Hamlin.

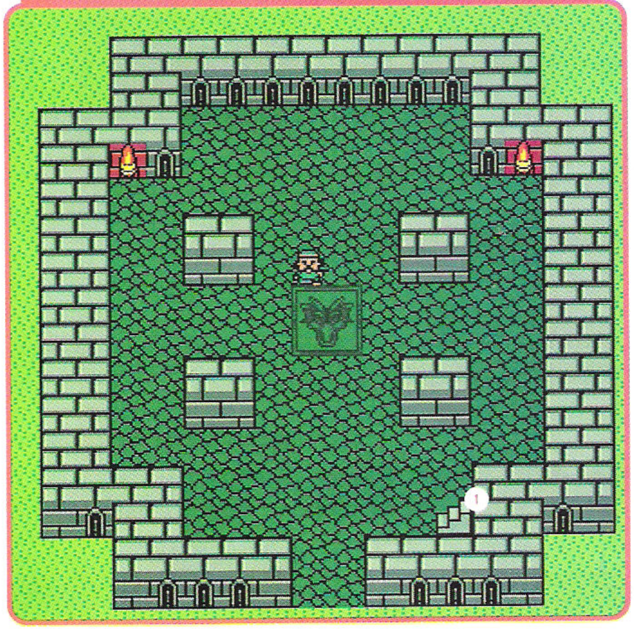
Be sure someone equips the Wind Cloak. Then hop off the tower by walking off one side. The Wind Cloak carries your party safely to the ground below.

DRAKHORNS

SOUTHERN DRAKHORN

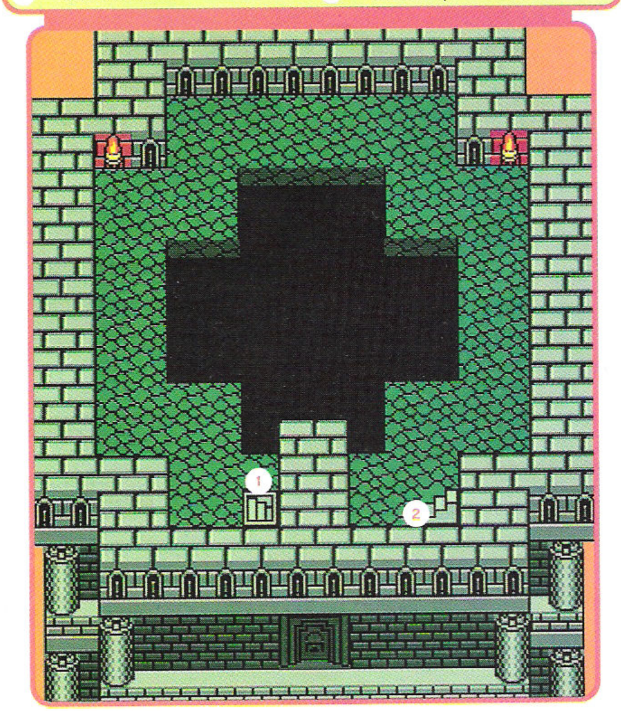
LEGEND FOR DRAKHORN (FLOOR #1)

①	Stairs to Floor #2



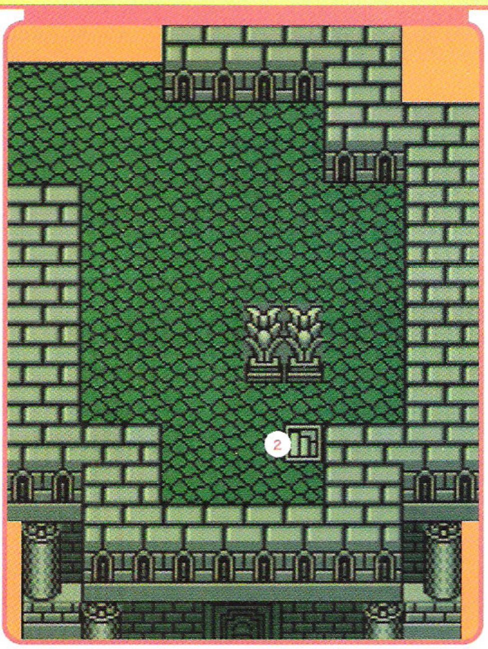
LEGEND FOR DRAKHORN (FLOORS #2-5)

①	Stairs down	②	Stairs up



LEGEND FOR DRAKHORN (FLOOR #6)

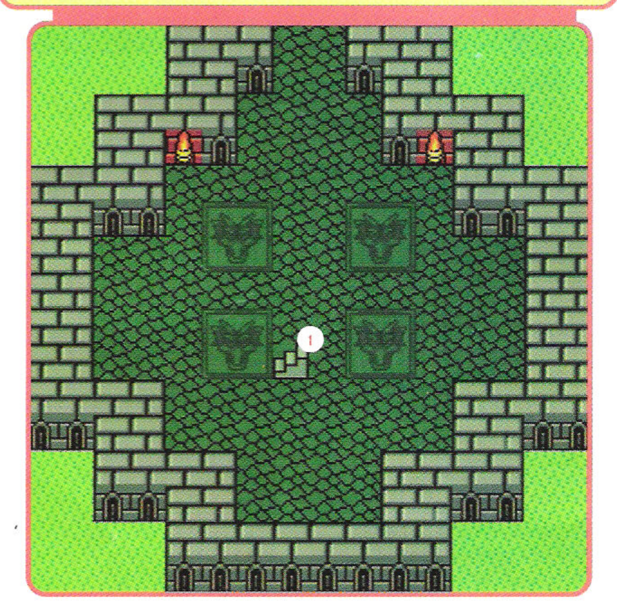
② Stairs to Floor #5



NORTHERN DRAKHORN

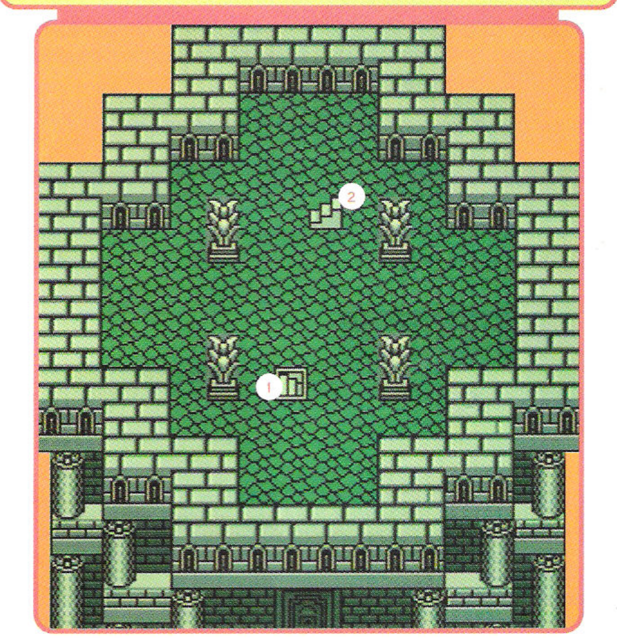
LEGEND FOR DRAKHORN (FLOOR #1)

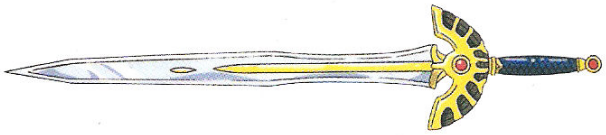
① Stairs to Floor #2



LEGEND FOR DRAKHORN (FLOORS #2-6)

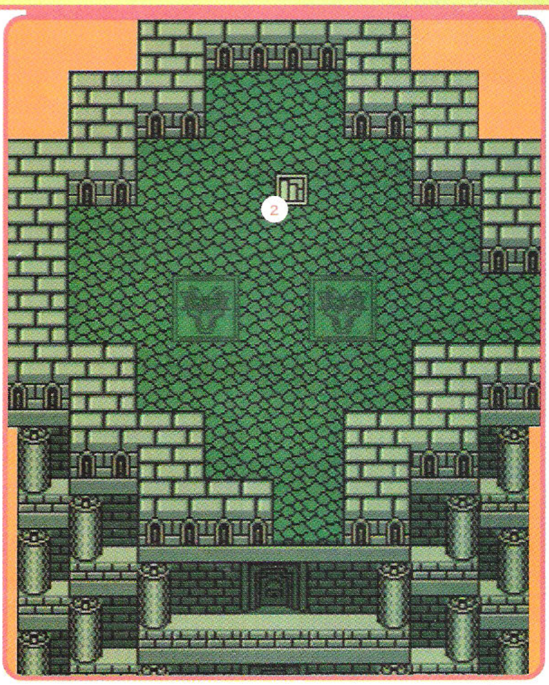
① Stairs down ② Stairs up





LEGEND FOR DRAKHORN (FLOOR #7)

② Stairs to Floor #6



MONSTERS
Baboon
Enchanter
GhostRat
Healer
ManEater
MedusaEye
MegaPede
Metaly
Reaper
Zombie

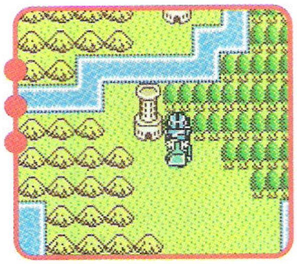
OBJECTIVES
Find the Drakhorns to the north
Equip the Wind Cloak
Fly across the channel to reach Lianport

SUGGESTED LEVEL
13 or 14

Now that you have the Wind Cloak, you can finally cross the channel in the northwest and continue your quest. Head southwest from Moonbrook Castle to find a Shrine that allows you to cross the river.

On the opposite shore, head north to find one of the **Drakhorns.** It's a long hike and lots of nasty new enemies stand in your way, so be careful.

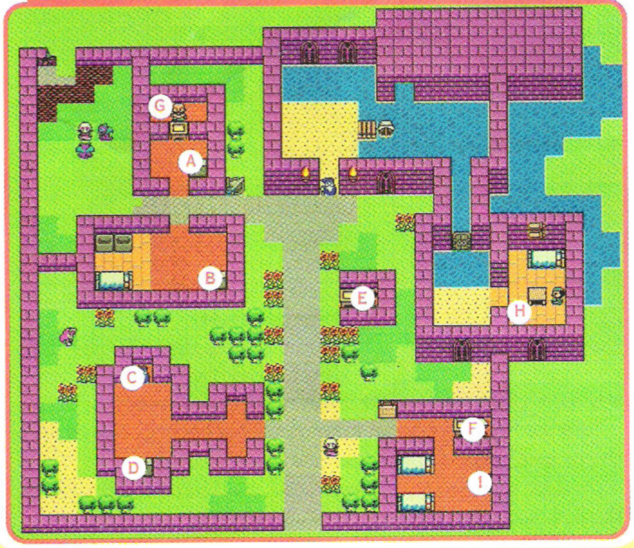
Ascend to the very top of Drakhorn. The tower is full of nasty enemies, so come ready to fight. When you reach the top, **make sure someone has the Wind Cloak equipped** and then hop off of the north side of the tower. The Wind Cloak carries your party across the channel to the opposite shore.



Head northeast from the Drakhorn, staying close to the shore. You'll find a town known as Lianport.

LIANPORT

LEGEND FOR LIANPORT	
A	Stairs to Storage Service
B	Stairs to Item Shop
C	Save
D	Stairs to Temple
E	Slot Machine
F	Inn
G	Blacksmith's Shop
H	Merchant
I	Stairs to room



MONSTER
Enchanter
Gremlin
Magabboon
MagicAnt
ManEater
Metaly
MudDoll
Reaper
WizDracky
Zombie

OBJECTIVES
Upgrade your equipment
Save the girl from the Gremlins
Find out about the sunken treasure

BLACKSMITH'S SHOP	
Knife	200G
Steel Sword	1,500G
Wizard Wand	2,500G
Steel Armor	1,000G
Evade Cloak	1,250G
Steel Shield	2,000G

INN
20G per person

ITEM SHOP	
Herb	10G
Antidote	8G
Warp Wing	25G
Repellent	40G
Amulet	640G

SUGGESTED LEVEL
14 or 15

When you enter Lianport, the people aren't friendly. You can quickly overcome this problem by heading to the northwest corner of town where a young maiden is being picked on by two of Hargon's henchmen. Defeat the evil **Gremlins** and the girl will be so thankful that she'll want to introduce your party to her grandfather.

YES
NO
*:Kikiki!
Hand her over!

Follow the girl and speak to her grandfather, who just happens to own several ships. To reward you for saving his granddaughter, the old man gives you his fastest ship and sends you on your way. Now you'll be able to explore the world freely!

Before you leave town, you'll want to visit the local blacksmith to **upgrade the Princess's equipment.** Purchase a Wizard Wand and an Evade Cloak for her. She'll be much more effective in combat from this point forward.

I will loan you my
boat.

Hop on the ship and then check out the silver door to the south. Inside, a man will ask you to bring him **sunken treasure.** Keep this in mind as you explore.

Use the exit in the northeast corner of town to launch the boat into the ocean.

*:My ship sank in
a vicious storm.

IMPORTANT CONVERSATIONS

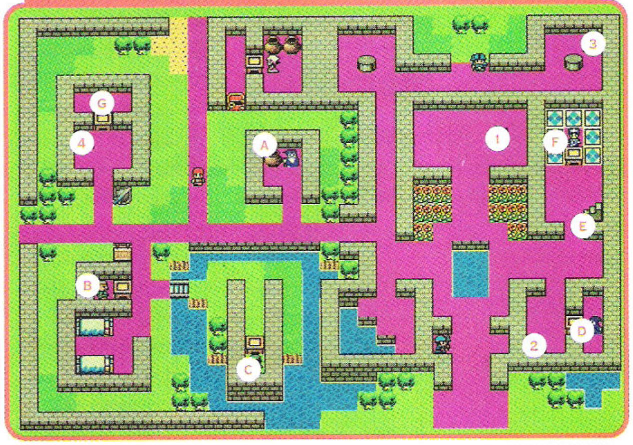
"My ship sank in a vicious storm. I was lucky enough to be saved by a passing ship. But the treasure on board went down with my ship. If you could salvage my treasure...I will repay you most handsomely."

"Sail east to reach Alefgard. Long ago, the brave warrior Loto and Lady Lora came from there."

TANTEGEL CASTLE

LEGEND FOR TANTEGEL CASTLE

A	Repellent	F	Save
B	Inn	G	Blacksmith's Shop
C	Item Shop	1	Stairs to Throne Room
D	MP Restore	2 - 4	Stairs to room
E	Stairs to Temple		



OBJECTIVES

- Upgrade your equipment
- Learn more about the sunken treasure

BLACKSMITH'S SHOP

Steel Sword	1,500G
Hammer	4,000G
Wizard Wand	2,500G
Evade Cloak	1,250G
Steel Armor	1,000G
Iron Helmet	3,150G

INN

2G per person

ITEM

Repellent

SUGGESTED LEVEL

16

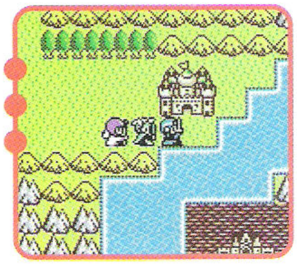
ITEM SHOP

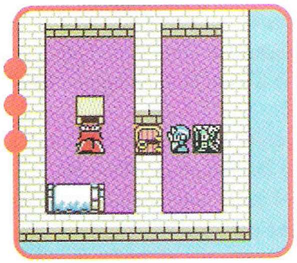
Herb	10G
Antidote	8G
Warp Wing	25G
Repellent	40G
Amulet	640G

MONSTERS

Dracky	Orc
Enchanter	PoisnLily
Gremlin	Reaper
Magabboon	SaberTger
MagicAnt	Slime
Metaly	Smoke
MudDoll	WizDracky

Sail your new ship northeast to find the land of Alefgard. This area should seem very familiar to you if you've already played *Dragon Warrior I*. If not, shame on you for playing the games out of order! You'll understand the story and this reference much better once you've completed *Dragon Warrior I*.





Park your ship on the coast near the northern bridge and hike east to find Tantegel Castle. The castle looks pretty much the same, but many new buildings have sprung up around it. **Be sure to check out the shops to find some new gear.** You can buy an Iron Helmet for the first time. There's also a Hammer, but stick with the Steel Sword.

You'll notice that the King is missing. You can find him locked behind a door above the Blacksmith's Shop, but without the Gold Key you won't be able to reach him.

A man in the castle tells you that the **sunken treasure** can be found in the seas to the north. Say goodbye to Tantegel for now and return to your ship.

IMPORTANT CONVERSATIONS

"Have you heard about the sunken treasure? The merchant who lives near the docks in Lianport is supposed to have been a very wealthy man. People say he lost his fortune when his ship sank in the northern sea because it was so weighted down with the merchant's precious cargo. If you see the sea glitter, that is where the treasure sank."

"To open any door with a gold frame, a Gold Key is what you need."

SUNKEN TREASURE

OBJECTIVES

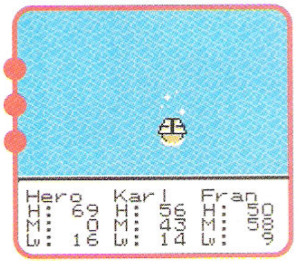
- Find the sunken treasure
- Give the treasure to the merchant
- Get the EchoFlute

SUGGESTED LEVEL

16

MONSTER

HawkMan
Jellyfish
Phantom
SeaSlug
WizDracky



```
Hero    Karl    Fran
H: 69   H: 56   H: 50
M:  0   M: 43   M: 58
Lv: 16  Lv: 14  Lv:  9
```

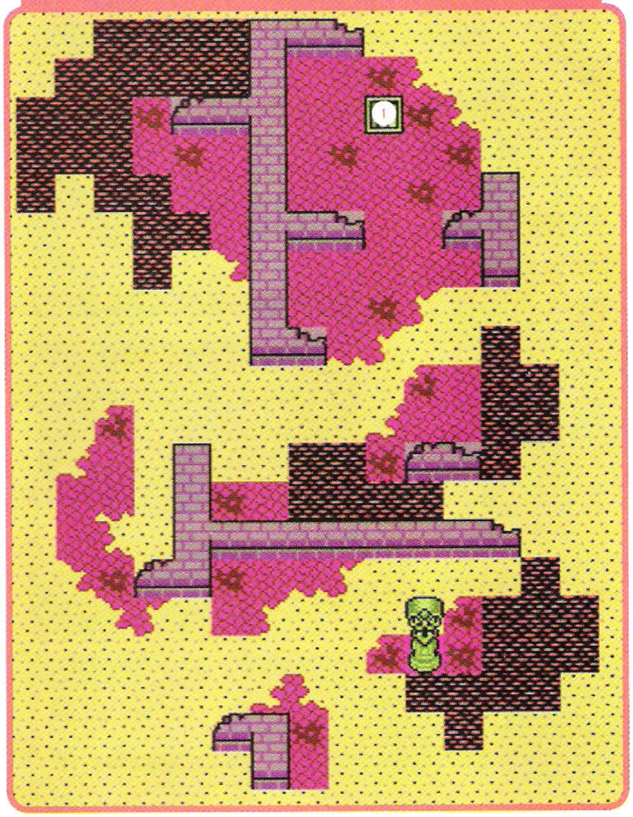
Stay close to the west shore of Alefgard and sail northward into the ocean. Soon you'll discover a shimmering patch of water. Drop anchor over the shimmering patch and search the area. Find the **sunken treasure** here.

Take the treasure back to Lianport and **give it to the merchant** who asked about it (the one behind the silver door). As a reward for recovering the treasure, he gives you the **EchoFlute.** The flute will come in handy in the near future.

DRACOLORD CASTLE

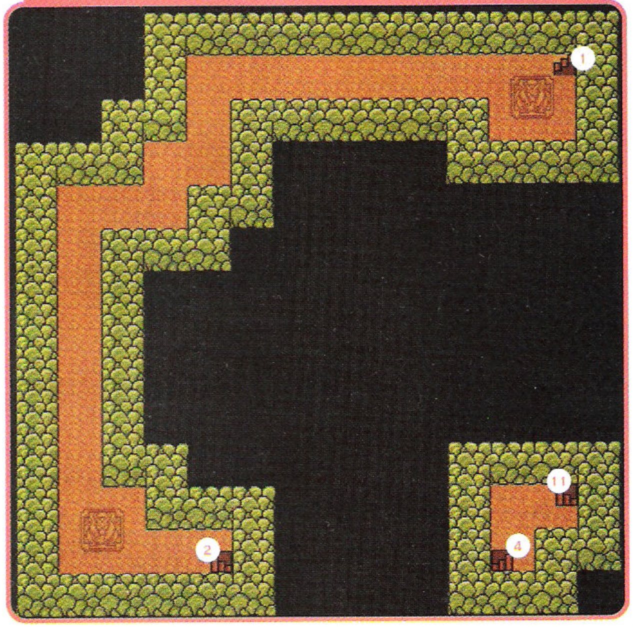
LEGEND FOR DRACOLORD CASTLE (GROUND FLOOR)

1	Stairs down to dungeon



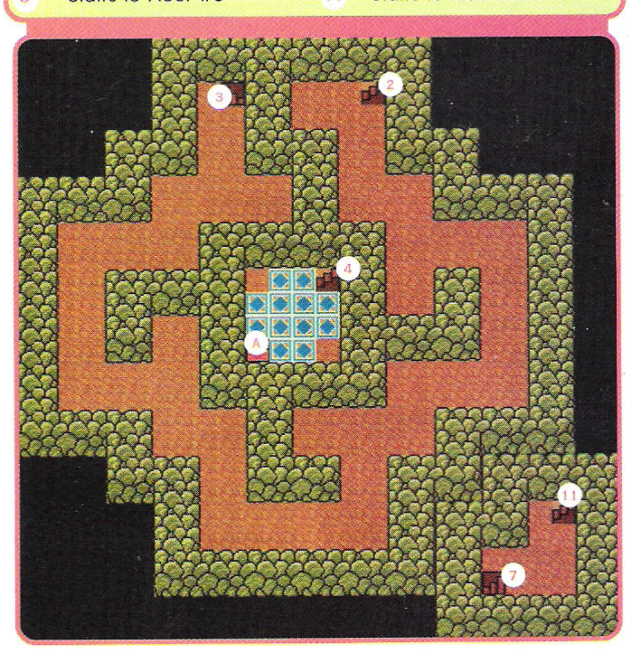
LEGEND FOR DRACOLORD CASTLE (FLOOR #1)

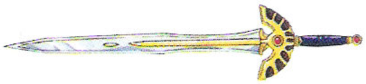
1	Stairs out of dungeon	4	Stairs to Floor #2
2	Stairs to Floor #2	11	Stairs to Floor #2



LEGEND FOR DRACOLORD CASTLE (FLOOR #2)

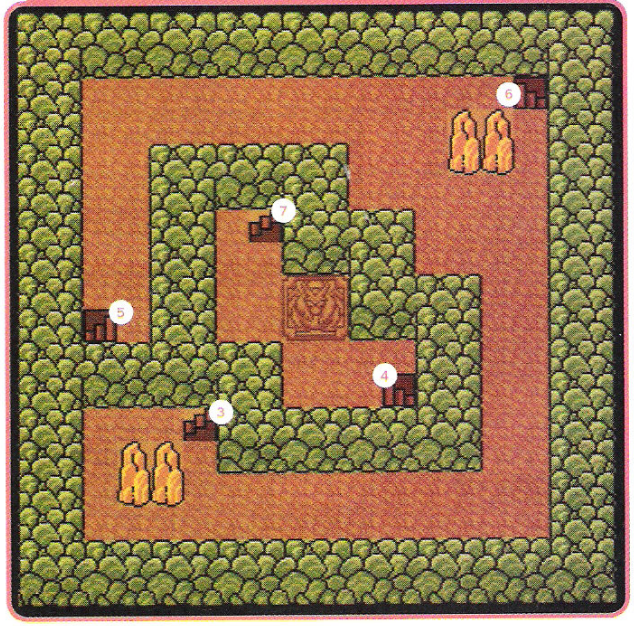
A	Loto Sword	4	Stairs to Floor #1
2	Stairs to Floor #1	7	Stairs to Floor #3
3	Stairs to Floor #3	11	Stairs to Floor #1





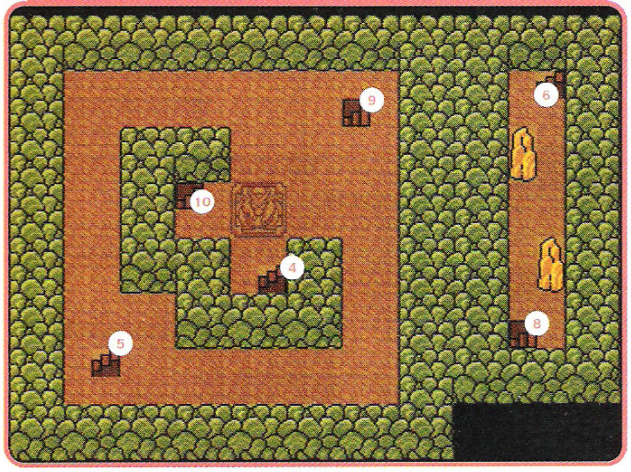
LEGEND FOR DRACOLORD CASTLE (FLOOR #3)

3	Stairs to Floor #2
4 ~ 6	Stairs to Floor #4
7	Stairs to Floor #2



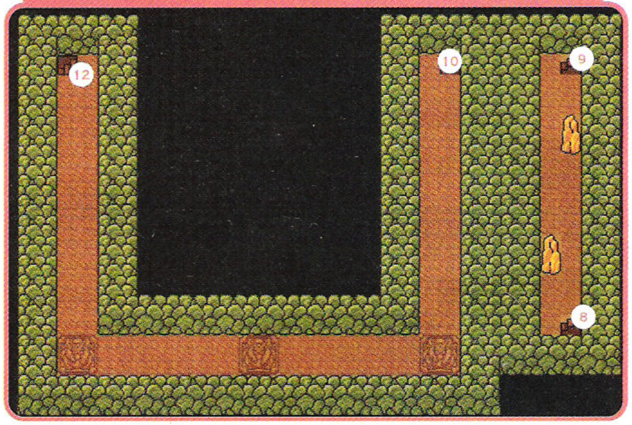
LEGEND FOR DRACOLORD CASTLE (FLOOR #4)

4 - 6	Stairs to Floor #3
8 - 10	Stairs to Floor #5



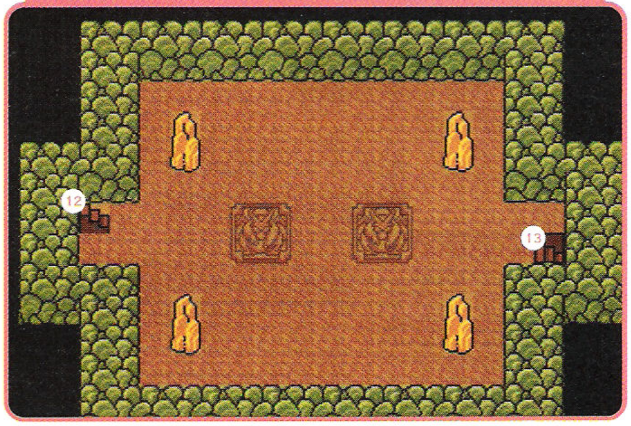
LEGEND FOR DRACOLORD CASTLE (FLOOR #5)

8 - 10	Stairs to Floor #4
12	Stairs to Floor #6



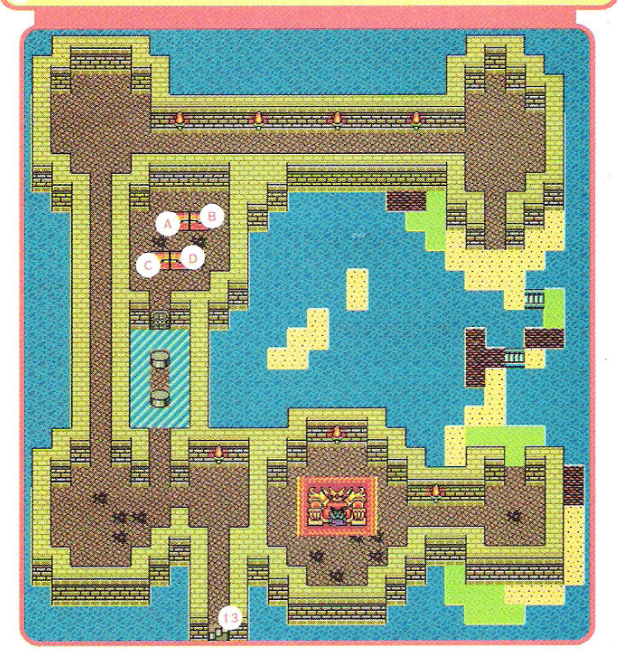
LEGEND FOR DRACOLORD CASTLE (FLOOR #6)

12	Stairs to Floor #5	13	Stairs to ground floor



LEGEND FOR DRACOLORD CASTLE (FLOOR #7)

A	STRseed	D	World Map
B	Steel Armor	13	Stairs to Floor #6
C	151 Gold		



OBJECTIVES

- Find Loto's Sword
- Get the World Map
- Speak with DracoLord's grandson

MONSTERS

- Basilisk
- DragonFly
- Gorgon
- Gremlin
- MummyMan
- SaberTger

ITEMS

- Loto Sword
- STRseed
- Steel Armor
- 151 Gold
- World Map

SUGGESTED LEVEL

16

NOTE

This dungeon isn't easy. If you have troubles, get out fast and return to Tantegel Castle to rest. Then wander the area to build your characters up a bit before trying to conquer Dracolord Castle again.

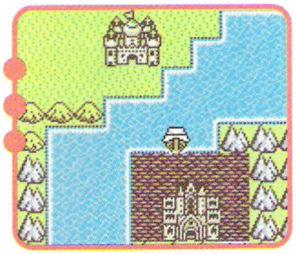
Dracolord Castle lies southeast of Tantegel Castle in a large swamp. The castle is full of vicious beasts that are tougher than most of those you've faced so far. Hopefully, you've upgraded everyone's armor and weapons, and you're ready for the challenge.

The castle is straightforward until you reach the third floor. At that point there are two stairs to choose from. Take the stairs on the west side to reach the fourth floor. Then use the lower stairs in the center of the floor. Follow the path to find the **Loto Sword**. Be sure to equip it right away.

Return to the fourth floor and use the other set of stairs in the middle of the floor. This takes you to the actual castle. There are several chests you can get to with the Silver Key. Be sure to use the StepGuard spell to protect your party from the damaging tiles in front of the treasure room, or be ready to heal your party after every few steps.

In the center of the castle you'll find **DracoLord's grandson** who'll tell you of an elemental spirit that lives in a cave below the ocean. You'll need to collect **all five of the Seals** before you visit it.

Once you've spoken to the castle's master, you can either leave the way you came in, or use the Prince's Outside spell to get out fast.

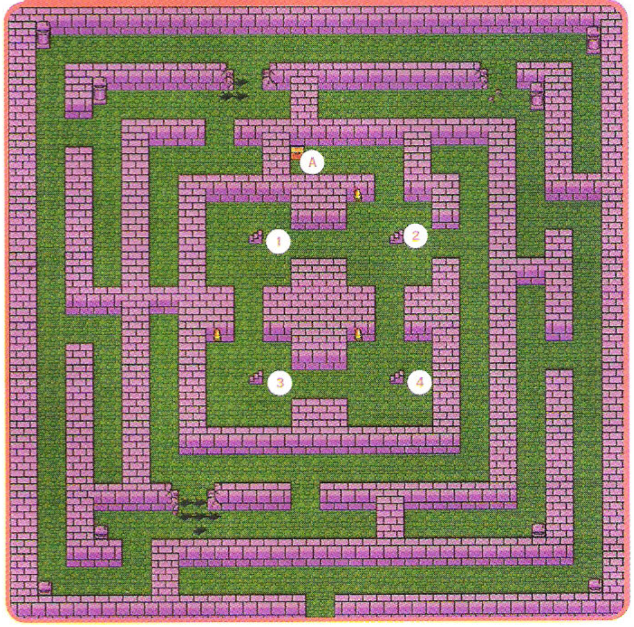


What's this?
The WorldMap?

LIGHTHOUSE

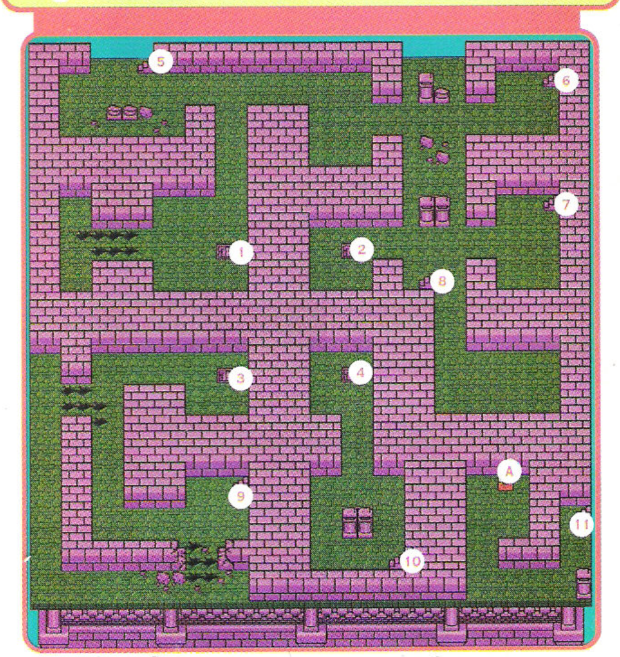
LEGEND FOR LIGHTHOUSE (FLOOR #1)

1 ~ 4	Stairs to Floor #2
A	501 Gold



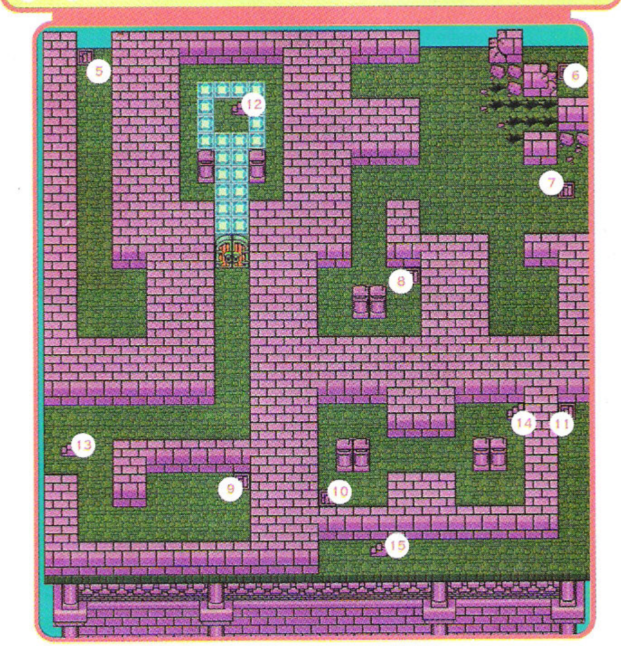
LEGEND FOR LIGHTHOUSE (FLOOR #2)

1 ~ 4	Stairs to Floor #1
5 ~ 11	Stairs to Floor #3
A	Star Seal



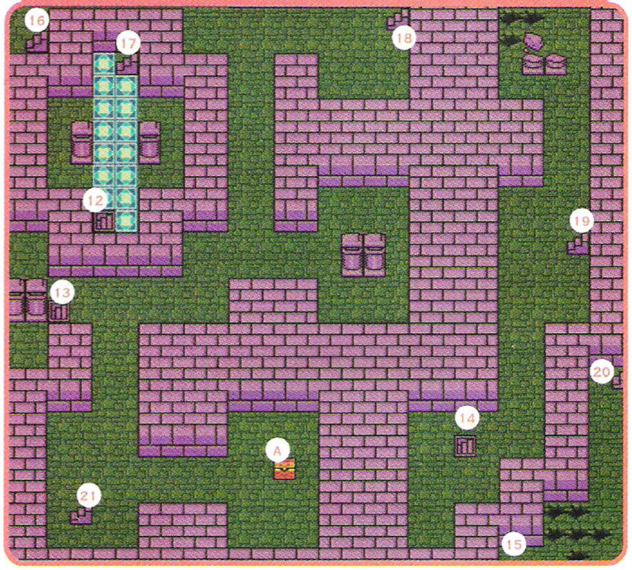
LEGEND FOR LIGHTHOUSE (FLOOR #3)

5 ~ 11	Stairs to Floor #2
12 ~ 15	Stairs to Floor #4



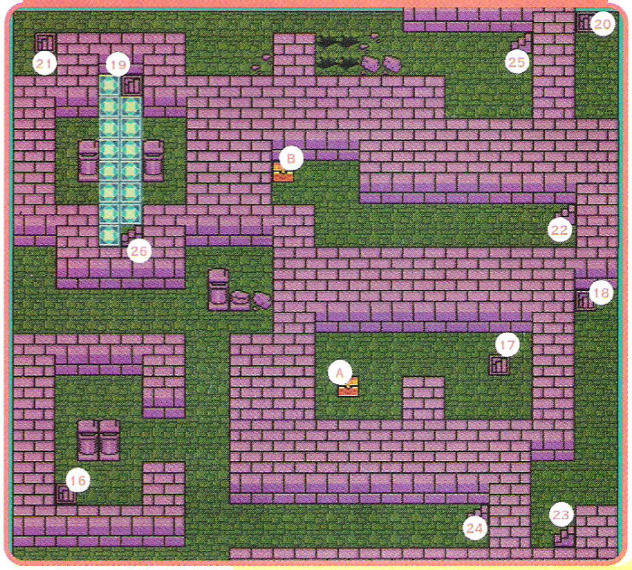
Legend for Lighthouse (Floor #4)

A	731 Gold
12 ~ 15	Stairs to Floor #3
16 ~ 21	Stairs to Floor #5


16
17
18
12
19
13
20
14
A
21
15

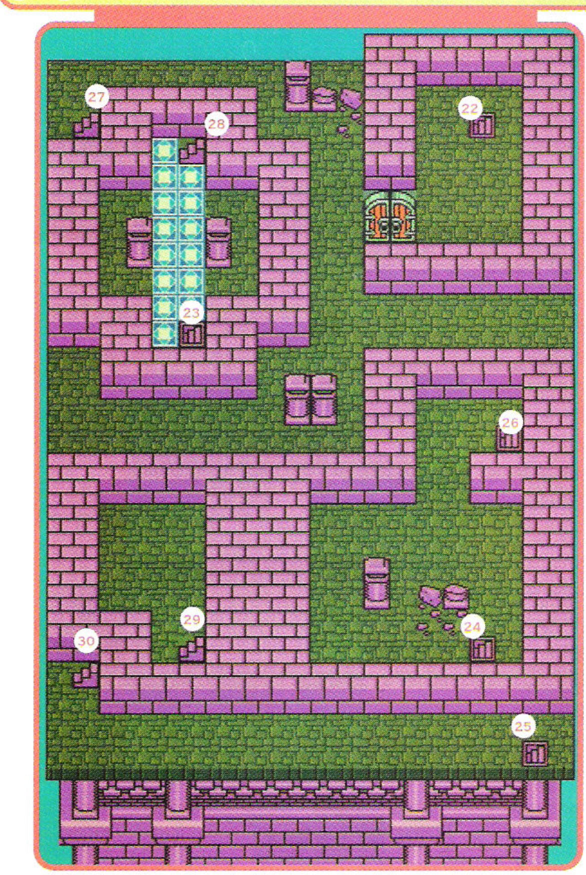
Legend for Lighthouse (Floor #5)

A	Sickle
B	LifeAcorn
16 ~ 21	Stairs to Floor #4
22 ~ 26	Stairs to Floor #6


20
21
19
25
B
22
26
18
17
A
16
24
23

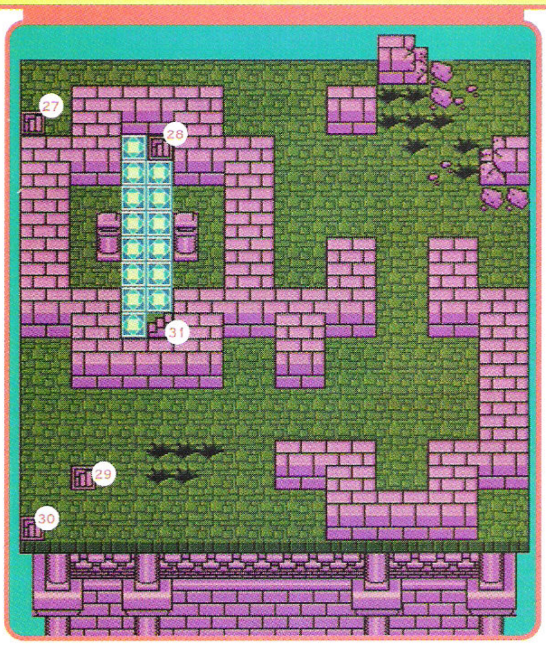
Legend for Lighthouse (Floor #6)

22 ~ 26	Stairs to Floor #5
27 ~ 30	Stairs to Floor #7


27
28
22
23
26
29
30
24
25

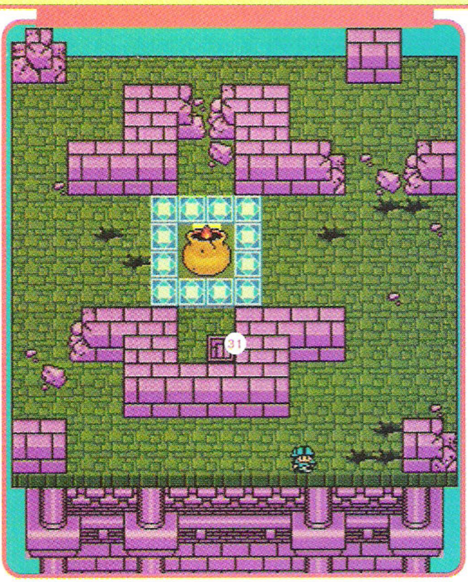
Legend for Lighthouse (Floor #7)

27 ~ 30	Stairs to Floor #6
31	Stairs to Floor #8


27
28
31
29
30

LEGEND FOR LIGHTHOUSE (FLOOR #8)

31 Stairs to Floor #7

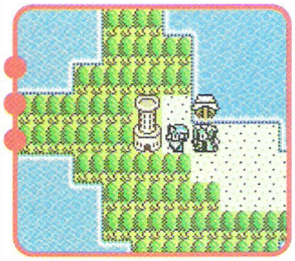


OBJECTIVES
Locate the wandering man
Battle the Gremlins
Get the Star Seal

ITEMS
501 Gold
Star Seal
731 Gold
Sickle
LifeAcorn

MONSTERS
DragonFly
Enchanter
GoldOrc
Gorgon
Gremlin
MagicAnt
MummyMan
Reaper
SaberTger
Undead

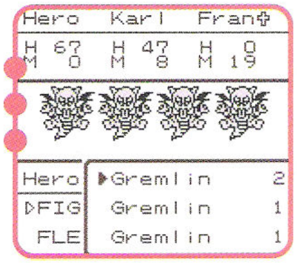
SUGGESTED LEVEL
17 or 18



```
*:Stop! There's no
need to talk.
```

Head south from Tantegel Castle and follow the channel to the sea. Continue to head south and you'll encounter a small island with a very tall Lighthouse. Who knows what mysteries wait inside? Park the boat on the shore and hike into the Lighthouse. A man on the outskirts of the building mentions that a Seal may be inside. This is worth investigating.

The Lighthouse is huge and dangerous. The first area is a maze, but you shouldn't have any problems navigating it with the maps.



```
Hero    Karl    Fran✝
H 67    H 47    H  0
M  0    M  8    M 19

Hero  ▶Gremlin    2
▷FIG   Gremlin    1
 FLE   Gremlin    1
```

When you reach the center of the maze, use the stairs in the southeast room. This leads you to a treasure on the fifth floor, the Sickle. Return to the bottom floor and use the stairs in the southwest room to reach the third floor.

On the third floor, use the stairs on the west side, ignoring the door to the north for the moment. This takes you to the fourth floor where you can collect another treasure. There are two possibilities here, take the stairs in the southwest corner first. These will lead you to a dead end containing a chest on the fifth floor.

Retrace your steps to the fourth floor. Use the stairs in the northwest corner to reach the seventh floor where you'll find a **strange man.** Follow the man down to the second floor and open the chest. **Several Gremlins** attack, but when they're defeated you get the first Seal, the **Star Seal!**

Your party is probably pretty tired by now, so you may want to head back to the ship. But if you're up for more adventuring, jump off the tower and enter it again. Find your way through the first maze and then use the stairs in the southwest room to get to the third floor.

Open the silver door and follow the path to the very top of the Lighthouse. There you'll learn about Hargon's citadel, the land of Rhone. When you're done, hop off the tower and return to Tantegel Castle for some well-deserved rest.

IMPORTANT CONVERSATIONS

> ***"I have no idea where you may have heard about them, but are you trying to find the five Seals too? Seals are not objects. They are markings of the soul. In your strength, they are engraved. That's what I was told. Don't ask me what that might mean, though."***

TUHN

MONSTERS
GoldOrc
Gragoopi
Hibabango
Hork
Hunter
Metabble
PoisnLily
PuppetMan
Warlock

OBJECTIVES
Upgrade your equipment
Learn about the missing Dam Key
Don Mohame, and the Lune Tower

INN
40G per person

SUGGESTED LEVEL
21 or 22

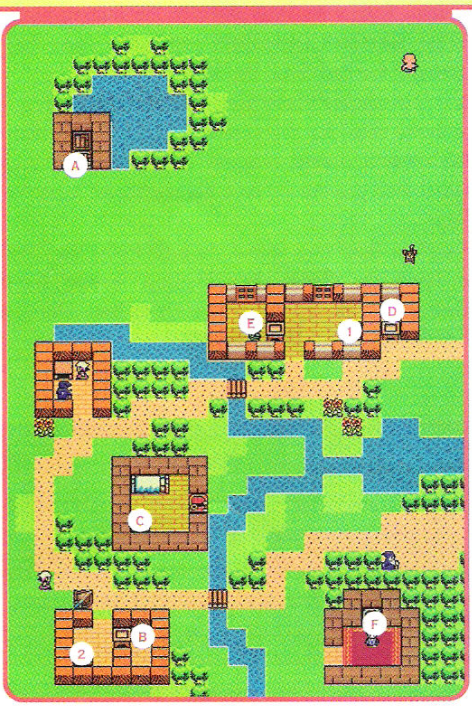
ITEM SHOP	
Warp Wing	25G
Repellent	40G
Amulet	640G

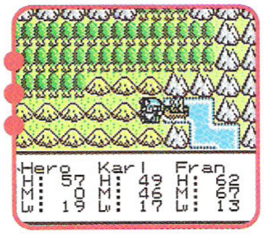
Finding your next stop can be difficult. It's hidden away in a mountainous region and the only way to reach it is to sail along a river deep into the continent, and then to take a very long hike around the mountains.

BLACKSMITH'S SHOP	
Wizard Wand	2,500G
Falcon Sword	25,000G
Dragon Sword	8,000G
Magic Armor	4,300G
Heal Shield	21,500G
Iron Helmet	3,150G

Sail past the Drakhorns and then follow the western coastline of the continent to the south. Eventually, you'll find a river running to the east. Follow the river as far north as possible and then park the boat on the western shore.

LEGEND FOR TUHN			
A	Stairs to Dam	E	Inn
B	Blacksmith's Shop	F	Temple
C	Stairs to Don Mohame's	1	Stairs to room
D	Item Shop	2	Stairs to room





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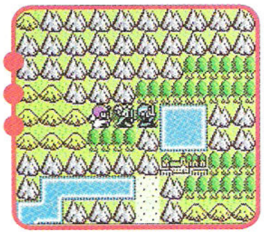
Hero  Karl  Fran
H: 57 H: 49 H: 62
M:  0 M: 46 M: 67
Lv: 19 Lv: 17 Lv: 13
```



Travel north and then east around the mountains to find Tuhn. This way is full of new and ferocious monsters, so be very careful.

First, be sure to check out the **Blacksmith's Shop.** You may want to purchase a Magic Armor and Heal Shield for the Prince if you can afford them. The Heal Shield is extremely expensive, but using it as an item is like casting HealMore on a character. He'd also benefit from a Falcon Sword. Even though it has a low attack power, it allows a warrior to attack twice each turn. Because the Prince's attack power is somewhat limited, this can be a useful tool in battle.

Speak with the townsfolk and you'll learn two very important things. It appears that a thief named Lagos stole the town's **Dam Key.** Thus the river outside the town has dried up and made it impossible to reach the **Lune Tower,** which lies south of Tuhn. You'll also learn that a master tailor named **Don Mohame** lives in Tuhn. With the right equipment, you may be able to get him to weave you something useful.

Having spoken with everyone and stocked up on items, you've done everything you can here for now. Head back to your ship.

IMPORTANT CONVERSATIONS

"Open the dam. The arid river will brim with water again."

"South from the village stands the Lune Tower. In the old days, people used to go there by boat."

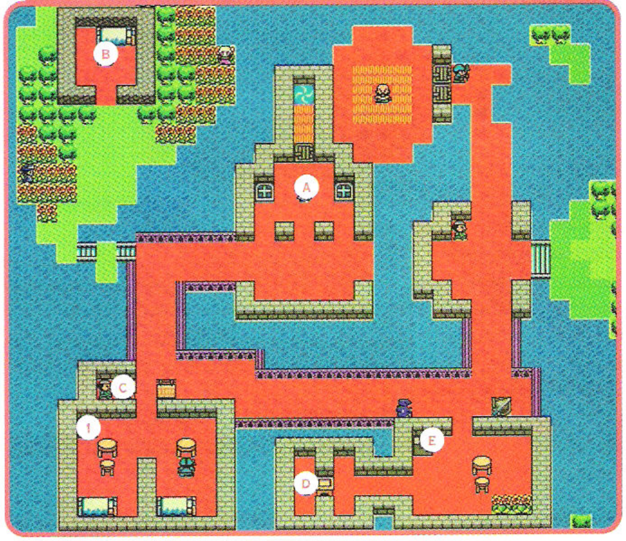
"Travelers! Please hear this. A dastardly thief named Lagos stole the Dam Key from our village. Without it, we would never be able to open our dam's floodgates. Please. Catch Lagos for us."

"My merchant friends rumor that in the Lune Tower there is a mystic stone called the Moon Shard. What power could it have?"

"I'm a traveling mercenary. I heard that Don Mohame, the master robe-weaver lives in this village. But the man is very particular. He won't take on a job if he doesn't have the right tool or materials."

BERAN

LEGEND FOR BERAN			
A	Temple	E	Stairs to Blacksmith/Item Shop/Storage Service
B	Save	1	Stairs to room
C	Inn		
D	Slot Machine		



OBJECTIVES
Learn about the Sun Seal and the Moon Seal
Save the Prince from Hargon's curse (optional)

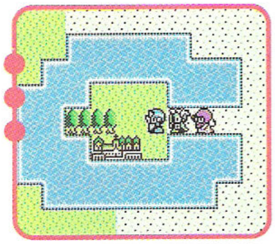
INN
30G per person

MONSTERS
Basilisk
Dragonfly
FaceTree
Goopi
Hork
Orc
Smoke

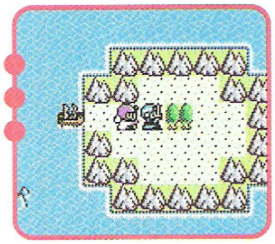
SUGGESTED LEVEL
18 or 19

ITEM SHOP	
Herb	10G
Antidote	8G
Warp Wing	25G
Repellent	40G

BLACKSMITH'S SHOP	
Hammer	4,000G
Wizard Wand	2,500G
Dragon Sword	8,000G
Steel Shield	2,000G
Heal Shield	21,500G
Iron Helmet	3,150G



Hargon has laid a curse on me...



Karl: Thanks! I'm all better.

The town of Beran lies on a large island in the southwest. A desert where Orcs and many other nasty creatures thrive surrounds it. To get there from Tuhn, head straight west from the river to find the island. Then sail along the island's west coast until you find Beran.

The people of Beran are full of valuable information for an adventurer such as yourself. Most importantly they'll give you the location of the **Sun Seal** and the **Moon Seal.**

If you stay at the Inn, the Prince comes down with a strange sickness that appears to be a curse from **Hargon**. Unfortunately, the local temple doesn't heal him. Speak with the man outside the shops and he'll tell you to seek out a **WorldLeaf** in the hopes of breaking the curse with it.

Return to your ship and sail south around the island, then head east. Continue in this direction past the peninsula that marks the base of the southern continent and you'll find several small islands. One of these has a single tree that's surrounded by mountains.

Hike to the tree and search that area to find the **WorldLeaf.** Return to Beran and use the WorldLeaf on the Prince to save him from Hargon's terrible curse.

There's a passage beyond the House of Healing that requires the Jail Key and the StepGuard spell. The portal at the end of the passage leads to an apparently dead-end valley full of terrible monsters.

One of the villagers in Beran mentioned that the Sun Seal could be found in the Flame Shrine. There's a Shrine north of Beran. Perhaps it's the Flame Shrine.

IMPORTANT CONVERSATIONS

"Have you been to Osterfair? It's far south of Lorasia by ship."

"The Sun Seal is said to be in the Flame Shrine."

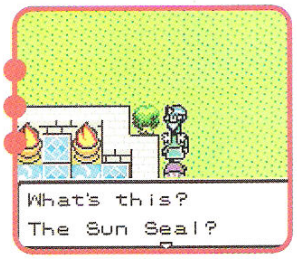
"By weaving some Dew Yarn with the Holy Loom, you get a Water Robe. But there is only one person in the whole world who could make it."

"It's rumored that the King of Osterfair has the Moon Seal."

THE SUN SEAL

SUGGESTED LEVEL
20

OBJECTIVE
Locate the Sun Seal


What's this? The Sun Seal?

Travel northeast and cross the bridge. Then follow the path northward to the Shrine near Beran. Inside you won't find the Sun Seal, but you'll find three portals. Use the middle portal to be teleported to the **Flame Shrine.**

Search the bush in the northeast corner of the Flame Shrine to find the **Sun Seal.** Then return to the middle portal and walk back to Beran and your ship.

OSTERFAIR CASTLE

SUGGESTED LEVEL
21

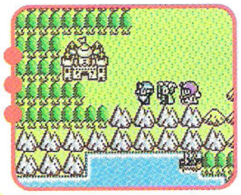
OBJECTIVES
Speak to the King
Battle the SaberLion
Obtain the Moon Seal

ITEMS
Gaia Armor
Knife

INN
25G per person

MONSTERS	
EvilTree	MagicAnt
Gas	Metaly
Goopi	SaberLion
HawkMan	Warlock
Hork	

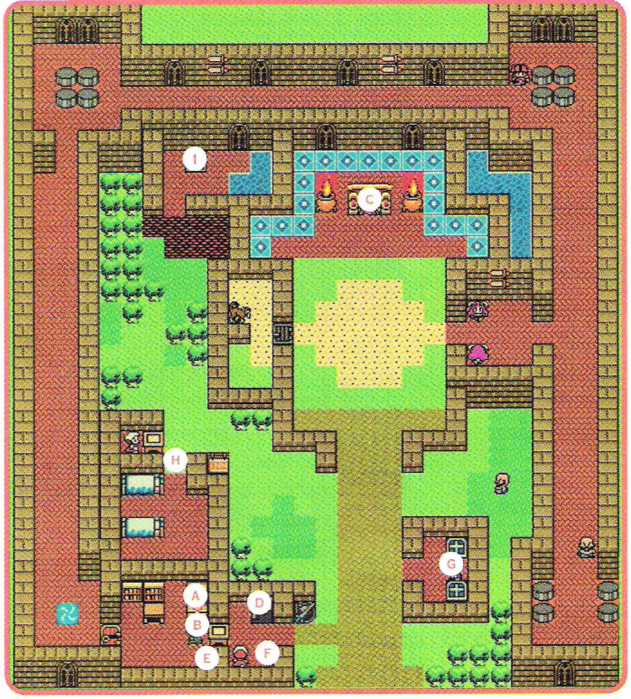
BLACKSMITH'S SHOP	
Steel Sword	1,500G
Hammer	4,000G
Dragon Sword	8,000G
Evade Cloak	1,250G
Magic Armor	4,300G
Iron Helmet	3,150G



Sail back to the tip of Beran's island and then head west across the ocean. After a long voyage you'll find a moon-shaped island where Osterfair Castle can be found. Use the boat to sail through the river on the west side of the island to the lagoon in the middle. Exit the boat and head northwest to find the town.

LEGEND FOR OSTERFAIR CASTLE

A	Gaia Armor	F	Storage Service
B	Knife	G	Temple
C	Stairs to Save	H	Inn
D	Fortune Teller	1	Stairs to dungeon
E	Blacksmith's Shop		



*: Grrrawww!

Take this, the Moon Seal.

Want to find the Gold Key?_

The **King of Osterfair** has a taste for conflict. He's built a coliseum where many heroes have put their strength to the test. Speak to him and he'll offer you the opportunity to prove your worth by fighting for his amusement. You must defeat a ferocious **SaberLion**, but the King is generous and gives you a **Moon Seal** for winning the battle.

There isn't much else to do here for now. Speak with the villagers to learn a bit more about the **EchoFlute's purpose,** and someone tells you where to find the **Gold Key.** Another man also hints that you may be able to find **Gaia Armor** somewhere in this town.

IMPORTANT CONVERSATIONS

"The EchoFlute is said to be the singing of elemental spirits. In castles, towns, caves, towers and Shrines play the EchoFlute. A Seal is near if an echo answers. Incidentally...."

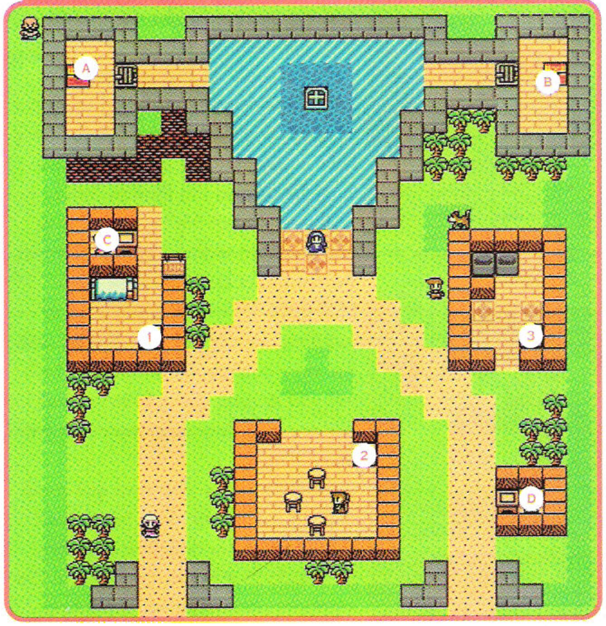
"I'm looking for Gaia Armor. I heard rumors that the Weapon Shop owner has one stashed away...."

"They've kept me here 10 years. Let me tell you a little secret. Want to find the Gold Key? A man, Tarn, who lives on the far southern island of Zahan, has it."

ZAHAN

LEGEND FOR ZAHAN

A	Holy Loom	D	Item Shop
B	Wizard Ring	1 - 3	Stairs to room
C	Inn		



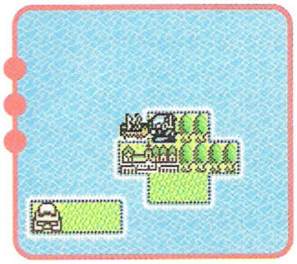
OBJECTIVE
Find the Gold Key

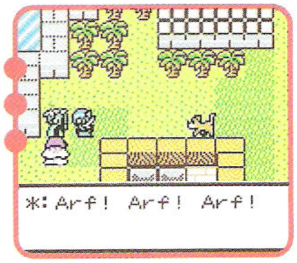
SUGGESTED LEVEL
20 or 21

MONSTERS	
EvilTree	Smoke
Gargoyle	Vampirus
LizardFly	

ITEMS
Holy Loom
Wizard Ring

ITEM SHOP	
Herb	10G
Warp Wing	25G
Repellent	40G
Amulet	640G





*: Arf! Arf! Arf!

Take the ship south from Osterfair and continue sailing until you see land. At that point, change course and head southeast to find the small island town of Zahan. It's easy to pass by, but the World Map should help in locating it.

The main reason to visit Zahan at this point is to get the **Gold Key.** There's a dog in the northeast corner of town that leads you to it. Just search the area where the dog is pointing. There isn't much else to do here at this point. You'll need the Jail Key to explore the house on the north end of town, and there isn't much shopping that can be done. So let's go have some fun with that Gold Key.

IMPORTANT CONVERSATIONS

"I know a secret. Grandma said there is a cave in the sea surrounded by coral. To get into the cave you have to have a Moon Shard."

"'When the night is lit by a Moon Shard, the sea does rise.' It's an old saying in this town."

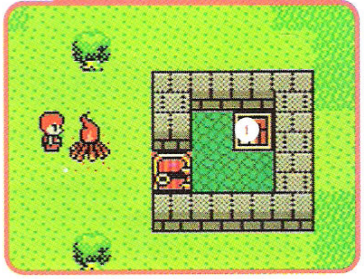
WELLGARTH

LEGEND FOR WELLGARTH

1	Stairs down to Wellgarth

BLACKSMITH'S SHOP

Hammer	4,000G
Dragon Sword	8,000G
Light Sword	16,000G
Fur Cloak	65,000G
Heal Shield	21,500G
Iron Helmet	3,150G



ITEM SHOP #2

Herb	10G
Antidote	8G
Jail Key	2,000G
Warp Wing	25G

OBJECTIVES

- Purchase the Jail Key
- Find Lagos
- Get the Dam Key

SUGGESTED LEVEL

21

MONSTERS

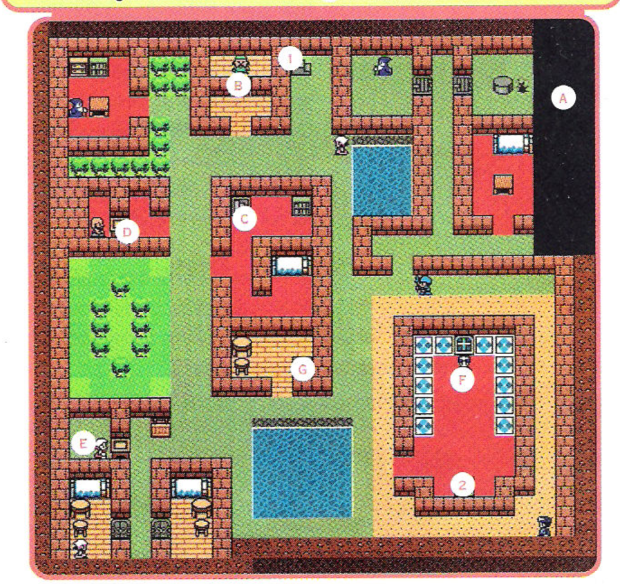
EvilTree	Hork
Gas	MagicAnt
Goopi	Metaly
HawkMan	Warlock

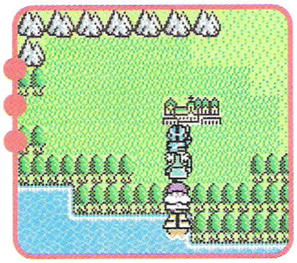
ITEM SHOP #1

Herb	10G
Antidote	8G
Warp Wing	25G
Amulet	640G

LEGEND FOR WELLGARTH

1	Stairs out of town	D	Item Shop #2
A	Lagos	E	Inn
B	Blacksmith's Shop	F	Temple
C	Stairs to Item Shop #1/ Storage Service	G	Stairs to Slot Machine
		2	Stairs to basement

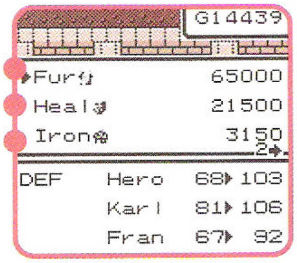




From Zahan, sail to the west to find the town of Wellgarth on a long peninsula. You may have visited this town earlier and found that it consisted of a man, his dog, a campfire, and a locked building. Now that you have the Gold Key, you can uncover the whole picture.

NOTE

As you approach Wellgarth you may want to revisit the World Tree to get another WorldLeaf. The leaf can be used to revive dead party members. You can only carry one leaf at a time, but you can always come back for more when you use the one you're carrying.



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G14439
▸Fur   65000
 Heal  21500
 Iron   3150
DEF Hero  68▸103
    Karl  81▸106
    Fran  67▸ 92
```
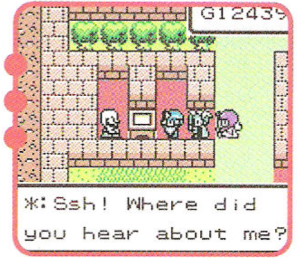
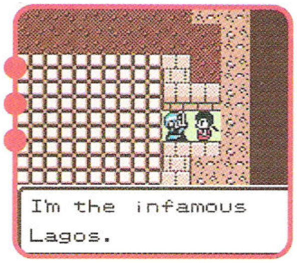

Behind the door lies an entire underground city. This place may be cut off from the rest of the world, but it's thriving nonetheless. Check out the blacksmith's wares. Some of the weapons and armor are fantastic items, but they're also very expensive. You'll probably need to come back later when you have a surplus of gold and a Gold Card (if you ever get a Gold Card) so you can get a 25 percent discount.



*:Ssh! Where did you hear about me?



I'm the infamous Lagos.

A patron at one of the item shops mentions that you can purchase the Jail Key in this town. However, his shop doesn't sell it. Try the shop across the street and select the item that isn't really there. **The hidden item is the Jail Key.** It'll cost you 2,000 gold, but it's worth it.

Once you have the Jail Key, head over to the prison in the northeast corner of town. The guard on duty says that he locked the infamous Lagos up, but he's somehow escaped. Use the Jail Key to enter Lagos' cell and inspect all of the walls. One of them leads to a secret passage where **Lagos** is hiding. Because you found him, he reluctantly hands over the **Dam Key.**

IMPORTANT CONVERSATIONS

"Did you come here looking to buy yourself a Jail Key too? I heard a shop here sells it...but it sounds like a hoax. Tch!"

"In the village of Tuhn lives the great robe-weaver, Don Mohame. I wish he would make me a robe."

"I hear Hargon is a master at making illusions. You can break his mirage if you have the Rubiss Charm, a gift from the earth elemental."

"I jailed a thief named Lagos. But Lagos somehow managed to escape. I don't know where or how he got out. It's perplexing."

THE GOLD KEY AND THE JAIL KEY

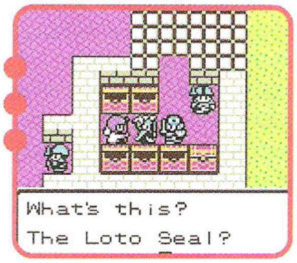
SUGGESTED LEVEL
21

Now that you have the Gold Key and the Jail Key there's a lot of backtracking to do. So follow these steps to see quickly where you can put these Keys to use.

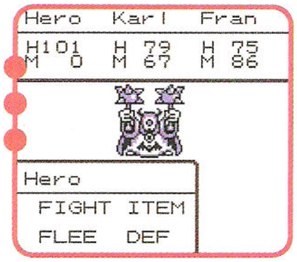
LORASIA CASTLE

OBJECTIVES
Find the Loto Seal
Free the Prisoner
Win the Bolt Staff

MONSTERS
GiantSlug
IronAnt
Magus
Slime



What's this?
The Loto Seal?



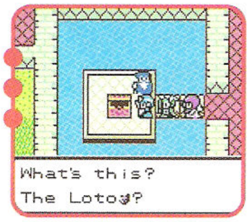
First, use the Shrine to the south of Zahan to quickly travel back to Lorasia Castle. Use the Gold Key to unlock the castle's treasure vault. You'll find several items and the **Loto Seal.** You'll be able to use it to get a piece of **Loto's fabled armor.**

Use the SilverKey to enter the dungeon below the castle. Free the first prisoner from his cell and he'll tell you that the Life Seal is in a cave that leads to Rhone. The other prisoner is one of Hargon's evil henchmen, a Magus, and freeing him will force you into a battle. It's a tough battle, but you get a **Bolt Staff** for your troubles.

CANNOCK CASTLE

OBJECTIVE
Get the Loto Shield

MONSTERS
Dracky
GiantSlug
IronAnt
Phantom
WildMouse



What's this?
The Loto?

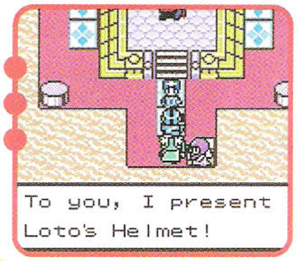
Hike over to Cannock Castle and open the gold door inside the castle. The chest inside the locked room contains the **Loto Shield,** your first piece of Loto's armor. You can also use the Jail Key here, but there's no real reason to do so.

SHRINE NEAR LORA'S GATE

OBJECTIVE
Trade the Loto Seal for the Loto Helmet

MONSTERS
Babble
Dracky
GiantSlug
Healer
IronAnt
WildMouse

Leave Cannock Castle and head to the Shrine to the southwest. Use the Gold Key to open the door in the back and use the portal to reach a Shrine with three portals. Use the portal in the middle to reach the **Flame Shrine.** The portal on the far right takes you to the **Sacred Shrine** in Alefgard where a man trades the Loto Helmet for the Loto Seal you picked up earlier. Now you have two of the three pieces of Loto's gear.

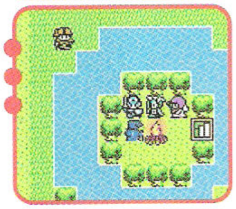


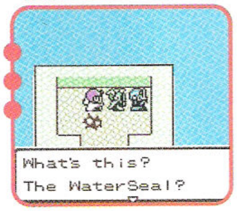
To you, I present
Loto's Helmet!

HAMLIN

OBJECTIVE

Win the Water Seal





What's this?
The WaterSeal?

MONSTERS

- ArmorPede
- ArmyAnt
- Babble
- Baboon
- BigRat
- Healer
- KingCobra
- LizardFly
- MagicAnt
- MegaPede
- Ozwarg
- Smoke
- Sorcerer
- WizDracky
- Zombie

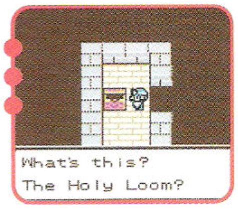
Return to the Shrine near Cannock Castle. Use Lora's Gate to cross the channel and head south to Hamlin. Use the Gold Key to open the door in the northwest part of town. The man on the small island tells you of an elemental spirit that lives in a **Spirit Shrine** at sea. If you can collect all five Seals it is said that the elemental spirit will come to you.

You can also free the Ozwargs in the cell that leads to the island and then battle them. These are tough fights though, so save your game first. Then, if you search the northeast corner of the cell, you'll find the **Water Seal.**

ZAHAN

OBJECTIVE

Get the Wizard Ring



What's this?
The Holy Loom?

Return to Lorasia Castle and get back to your ship. Sail over to Zahan. Now you can explore the temple. The floor of the temple is enchanted so that it causes damage to anyone foolish enough to walk on it. Cast StepGuard to protect your party from the damaging tiles. The room on the west side of the house contains the **Holy Loom**, and the east side holds a **Wizard Ring.**

See page 68 for a list of the monsters you may encounter in this area.

OSTERFAIR CASTLE

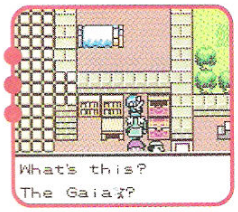
OBJECTIVE

Find the Gaia Armor

MONSTERS

- EvilTree
- Gas
- Goopi
- HawkMan
- Hork
- MagicAnt
- Metaly
- SaberLion
- Warlock

Head north to Osterfair Castle. Stay in the corridors that surround Osterfair and head to the southwest corner. There, you'll find a portal, but what you can't see is a gold door that's covered in shadow on the east wall.



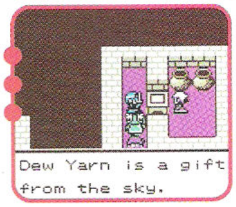
What's this?
The Gaia?

Use the Gold Key to unlock the door and you'll find yourself inside the Blacksmith's Shop. Search his chests to find the **Gaia Armor**. This powerful new armor will tide you over until you can locate the **Loto Armor.**

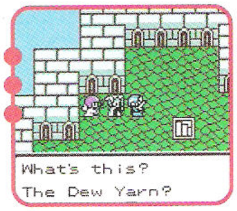
TANTEGEL CASTLE

OBJECTIVE

Learn about the Dew Yarn



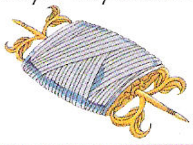
Dew Yarn is a gift
from the sky.



What's this?
The Dew Yarn?

Sail back to Alefgard and visit Tantegel Castle once again. Use the Key to open the shop next to the castle. The woman inside tells you about the **Dew Yarn,** which can be found in the north Drakhorn tower. Getting it is easy. Just walk up to the third floor of the north tower and search the ground. Next, you can visit the King who's hiding out above the Blacksmith's Shop. He can't help you now.

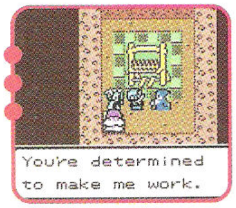
See page 60 for a complete list of the monsters you may encounter here.



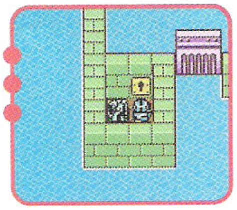
TUHN

OBJECTIVES

- Talk to Don Mohame
- Get the Water Robe
- Unlock the Flood Gate



You're determined
to make me work.



Make the long trek back to Tuhn. When you get there, take the Holy Loom and Dew Yarn to the building in the center of town. You can unlock the door with the Gold Key and inside you'll find **Don Mohame.** He'll transform the Dew Yarn into a **Water Robe** using the Holy Loom, but it'll take some time. The fastest way to obtain the Water Robe at this point would be to save your game and quit after meeting Don Mohame. When the game is restarted, the Water Robe will be ready. You can also continue to journey and check in on his progress from time to time.

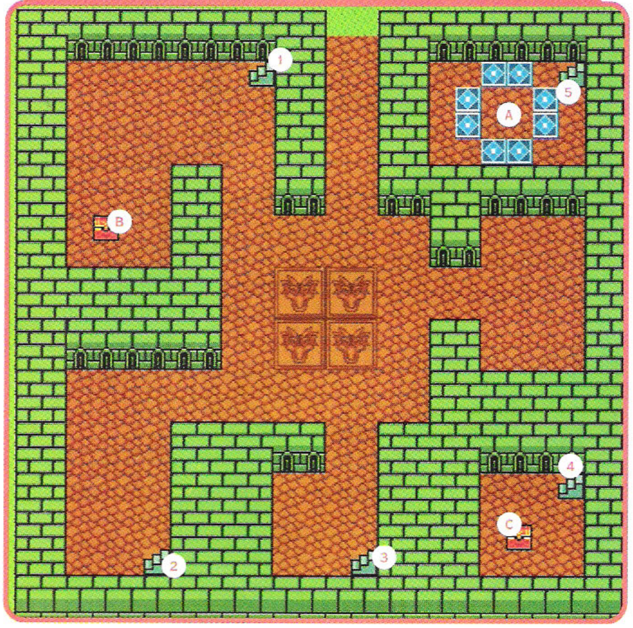
Go to the northwest corner of town and use the Dam Key to unlock the town's floodgate. The river will flow freely and you'll be able to reach **Lune Tower.**

See page 65 for a complete list of the monsters you may encounter in this area.

LUNE TOWER

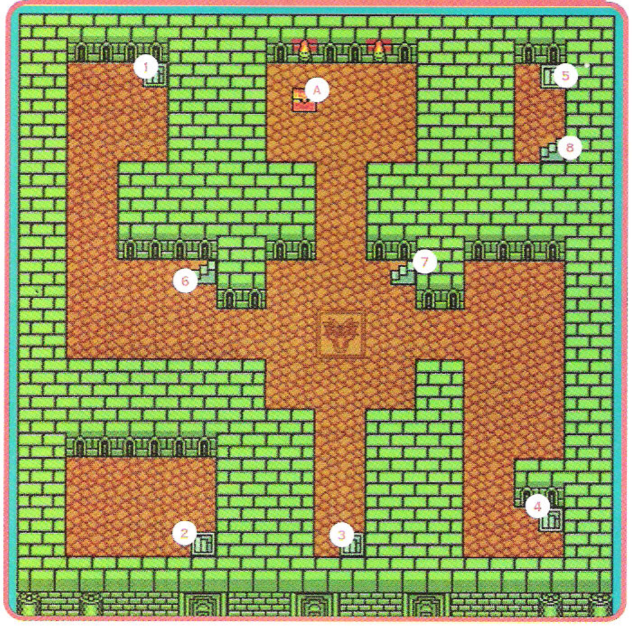
LEGEND FOR LUNE TOWER (FLOOR #1)

1 ~ 5	Stairs to Floor #2
A	MoonShard
B	DEFseed
C	STRseed



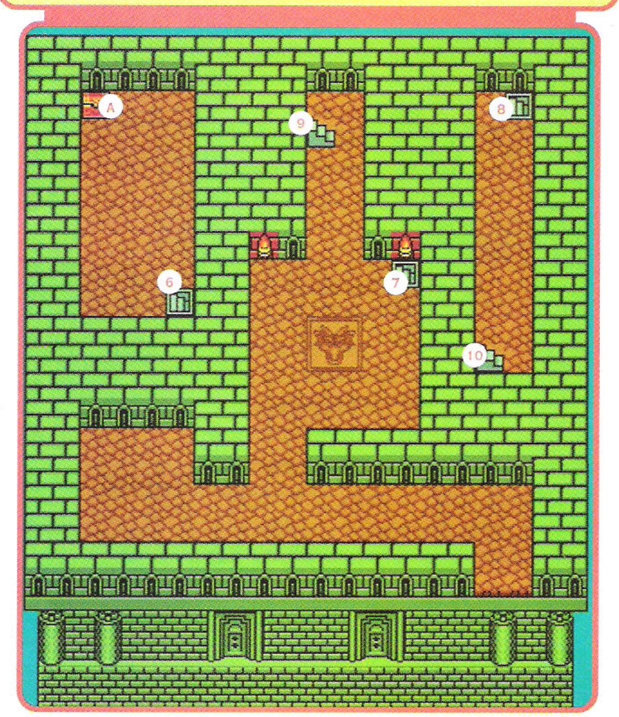
LEGEND FOR LUNE TOWER (FLOOR #2)

1 ~ 5	Stairs to Floor #1
6 ~ 8	Stairs to Floor #3
A	MysticNut



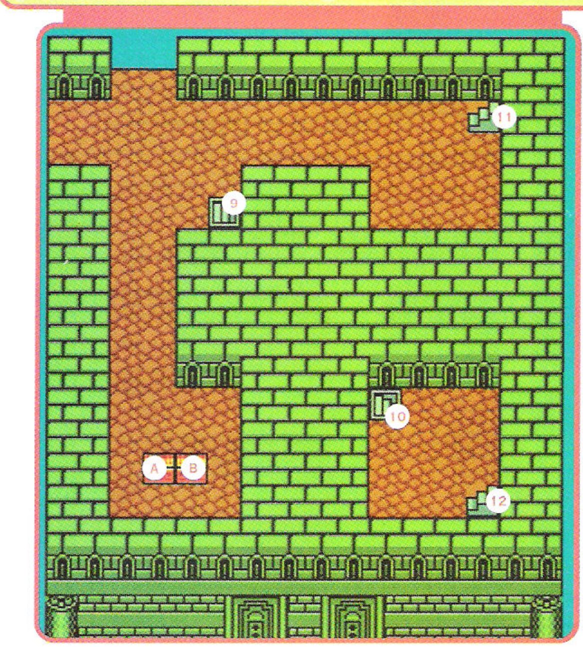
LEGEND FOR LUNE TOWER (FLOOR #3)

A	1,196 Gold
6 ~ 8	Stairs to Floor #2
9 & 10	Stairs to Floor #4



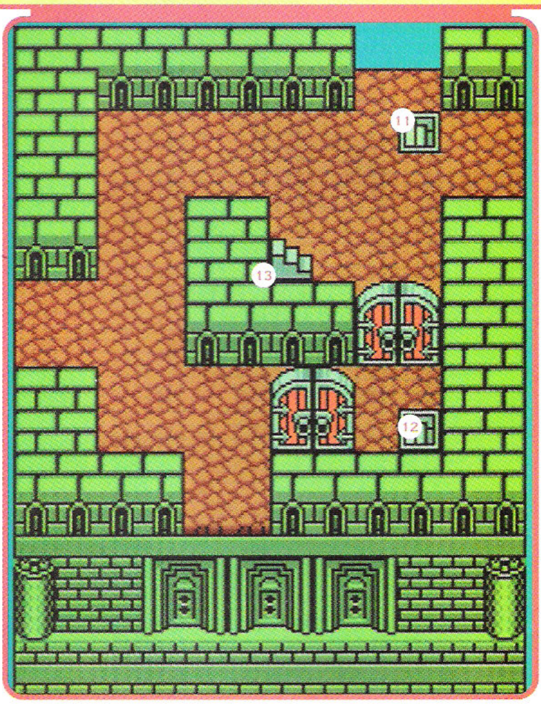
LEGEND FOR LUNE TOWER (FLOOR #4)

A	278 gold	10	Stairs to Floor #3
B	DEFseed	11	Stairs to Floor #5
9	Stairs to Floor #3	12	Stairs to Floor #5



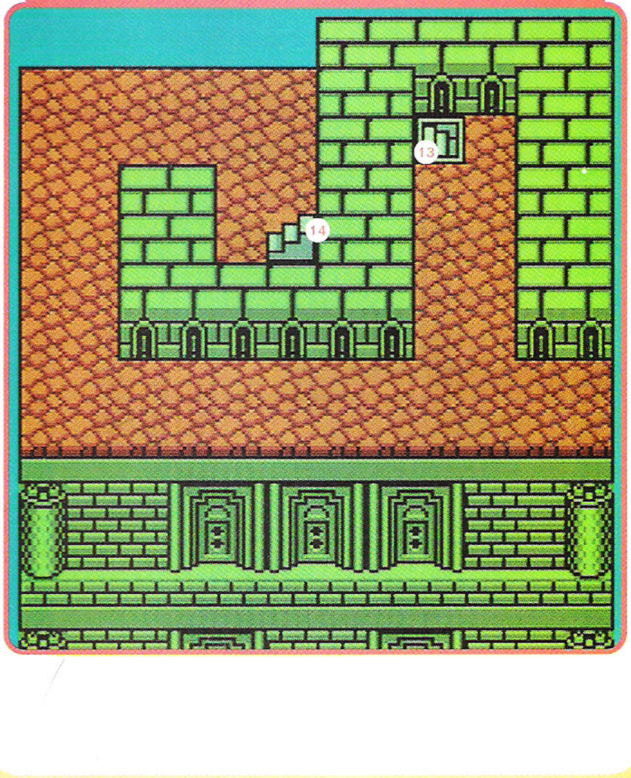
LEGEND FOR LUNE TOWER (FLOOR #5)

11 & 12	Stairs to Floor #4
13	Stairs to Floor #6



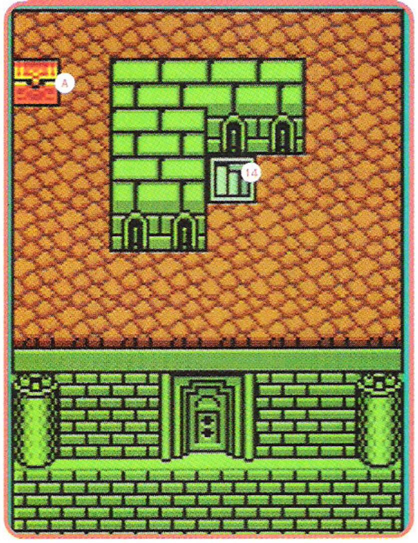
LEGEND FOR LUNE TOWER (FLOOR #6)

13	Stairs to Floor #5	14	Stairs to Floor #7



LEGEND FOR LUNE TOWER (FLOOR #7)

A	Wizard Ring	14	Stairs to Floor #6



MONSTERS

- EvilClown
- EvilEye
- Gargoyle
- Ghoul
- GoldOrc
- Gragoopi
- Hork
- Hunter
- Metabble
- Mummy
- PuppetMan
- Vampirus
- Wizdracky

OBJECTIVE

Get the MoonShard

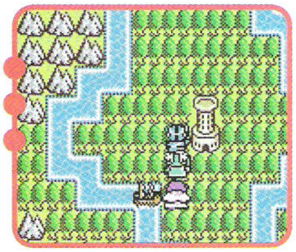
ITEMS

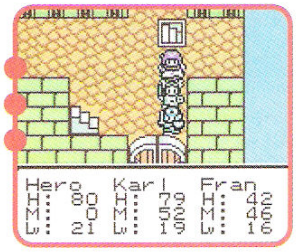
- STRseed
- MoonShard
- DEFseed
- MysticNut
- 1,196 Gold
- 278 Gold
- DEFseed
- Wizard Ring

SUGGESTED LEVEL

22 or 23

To reach Lune Tower, head back out to sea from Tuhn and then follow the coastline south. You'll find a second river that leads to the tower. This is also your new path to the town of Tuhn.





```
Hero  Karl  Fran
H: 80 H: 79 H: 42
M:  0 M: 52 M: 46
Lv: 21 Lv: 19 Lv: 16
```

Start off by using the stairs on the south side of the first floor to get to the second floor. Then use the stairs in the southeast corner to find a chest on the first floor. Return to the second floor and use the stairs on the west side to find a chest on the next floor up.

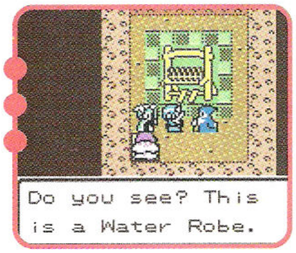
Go back to the second floor again. This time use the stairs in the center. This path takes you all the way up to the fifth floor; don't miss the chests along the way. Use the SilverKey to unlock the giant silver doors and use the stairs behind them to return to the first floor.

What's this?
The MoonShard?

At the bottom you'll find the **MoonShard** you've been hearing about. Return to the fifth floor and then continue up to the top of the tower to get the last treasure.

NOTE

The Lune Tower is a great place to earn gold. GoldOrcs are the predominant type of enemy in the tower and they drop a lot of loot when they're defeated. You may want to revisit this tower, so you can afford the very best equipment for your characters.

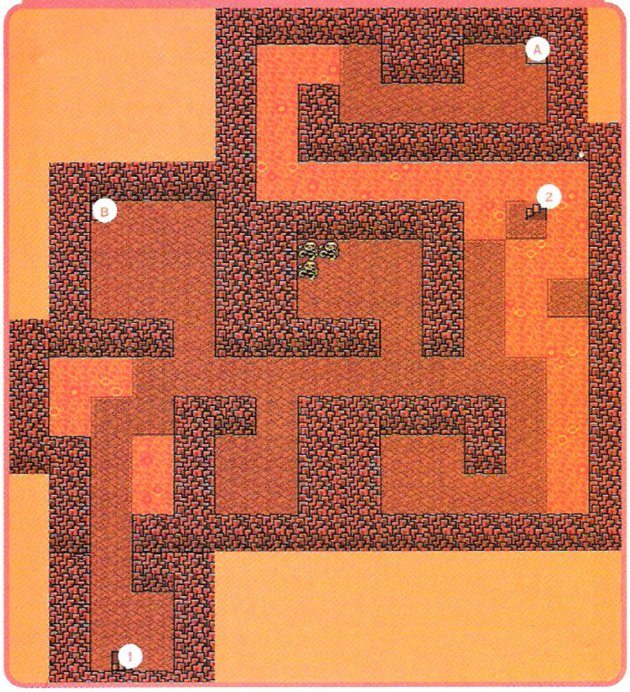

Do you see? This
is a Water Robe.

Go back to Tuhn and check on Don Mohame's progress with your Water Robe. If he isn't done yet, he will soon be. So leave Tuhn and do a little bit of fighting in the hills, then return and check in with him again.

OCEAN CAVE

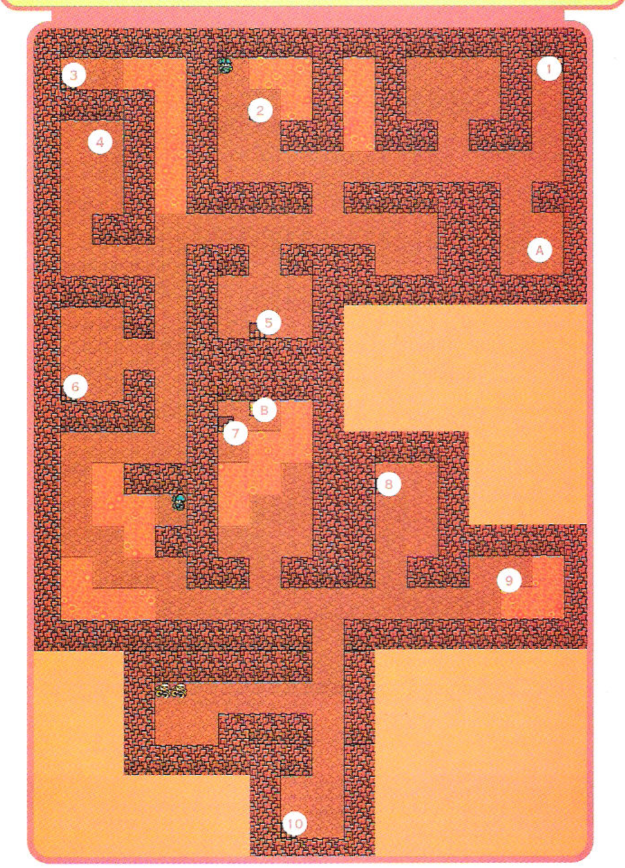
LEGEND FOR OCEAN CAVE (FLOOR #1)

A	1,201 Gold	1	Stairs to Floor #2
B	MysticNut	2	Entry Point



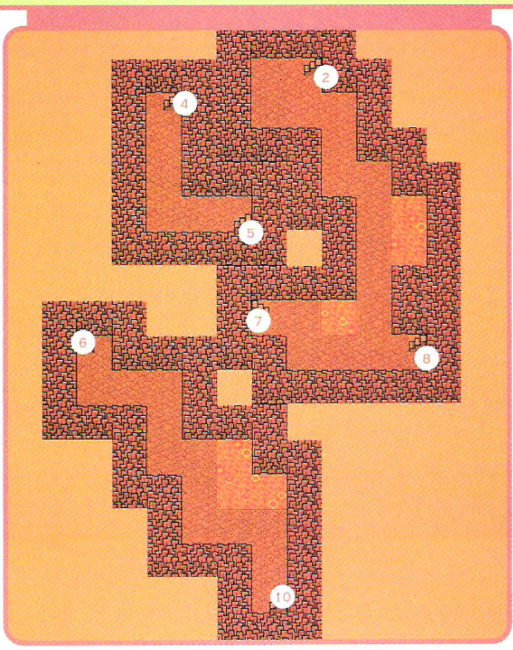
LEGEND FOR OCEAN CAVE (FLOOR #2)

A	Trap (Poison)	1	Stairs to Floor #1
B	Wizard Ring	2 ~ 10	Stairs to Floor #3



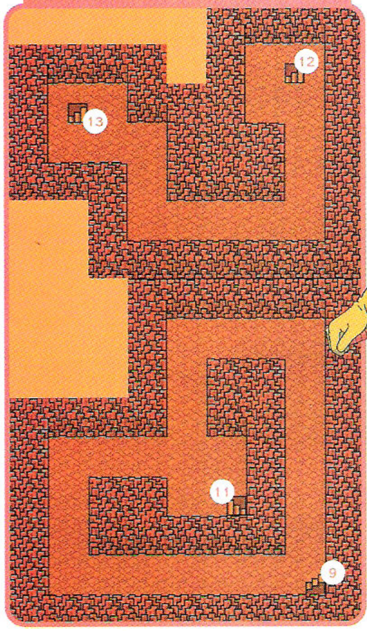
LEGEND FOR OCEAN CAVE (FLOOR #3)

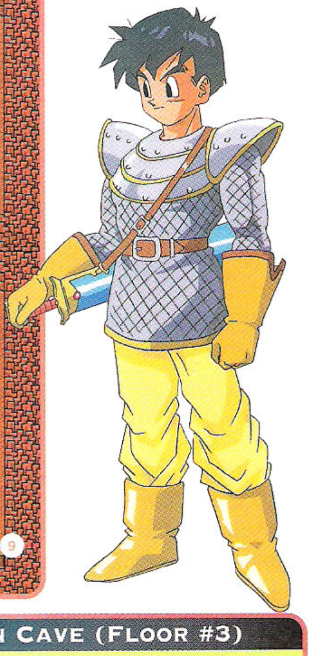
2	Stairs to Floor #2	10	Stairs to Floor #2
4 ~ 8	Stairs to Floor #2		



LEGEND FOR OCEAN CAVE (FLOOR #3)

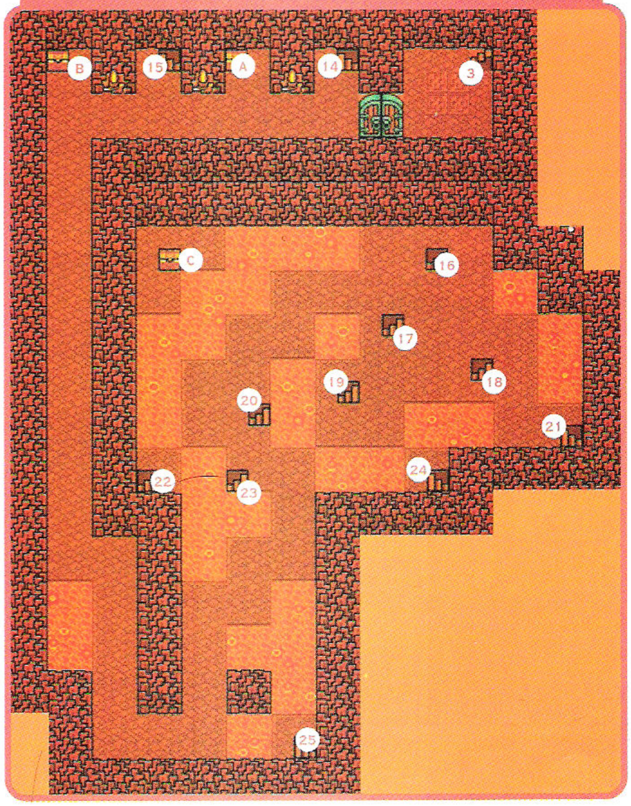
9	Stairs to Floor #2	12	Stairs to Floor #4
11	Stairs to Floor #4	13	Stairs to Floor #4





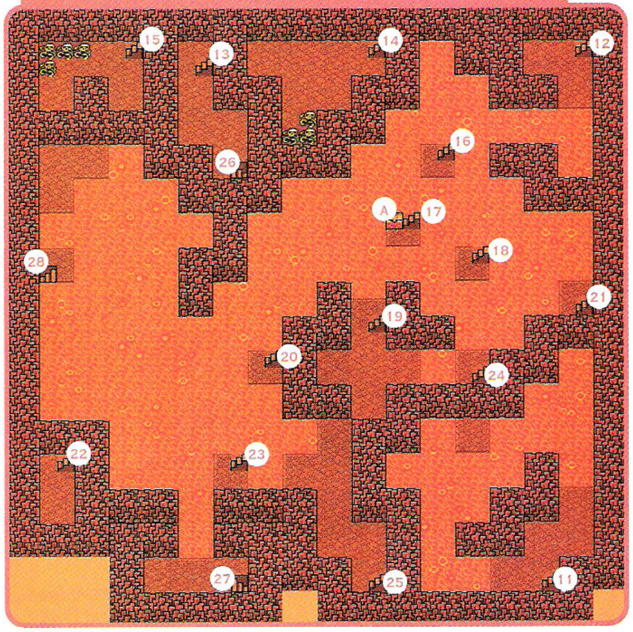
LEGEND FOR OCEAN CAVE (FLOOR #3)

A	Trap (Poison)	3	Stairs to Floor #2
B	STRseed	14 ~ 25	Stairs to Floor #4
C	Magic Armor		


B
15
A
14
3
C
16
17
19
18
20
21
22
23
24
25

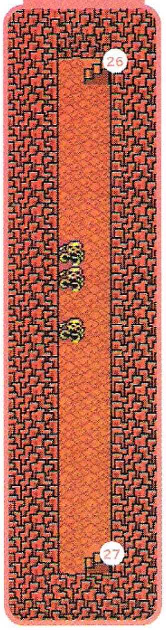
LEGEND FOR OCEAN CAVE (FLOOR #4)

A	Amulet
11 ~ 25	Stairs to Floor #3
26 ~ 28	Stairs to Floor #5


15
13
14
12
26
16
A
17
28
18
21
19
20
24
22
23
27
25
11

LEGEND FOR OCEAN CAVE (FLOOR #5)

26 & 27	Stairs to Floor #4



OBJECTIVES

- Open the Sea Cave
- Find the EvlStatue

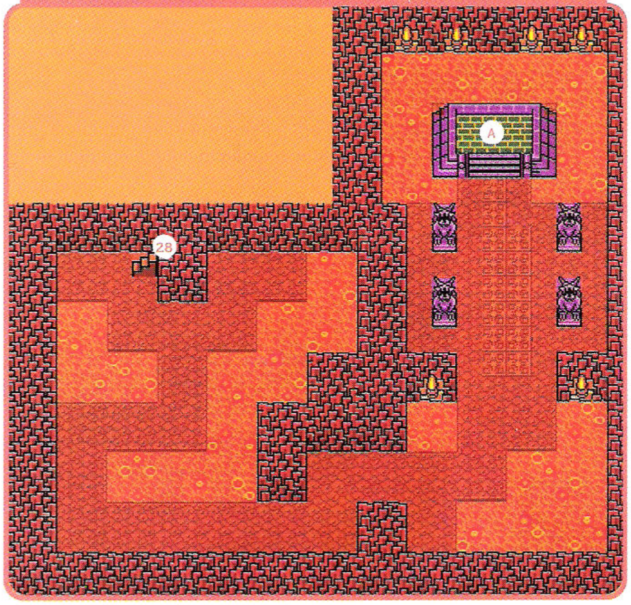
MONSTERS	
DragonFly	
EvilClown	
EvilEye	
EvilTree	
Gas	
GoldOrc	
Gragoopi	
Metabble	
MtlHunter	
Mummy	
PuppetMan	
SaberLion	

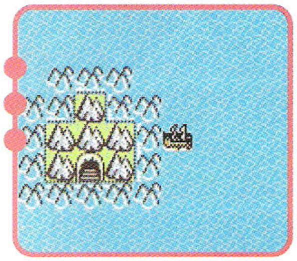
ITEMS
1,201 Gold
MysticNut
Wizard Ring
STRseed
Magic Armor
Amulet
EvlStatue

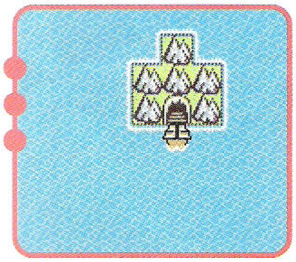
SUGGESTED LEVEL
23

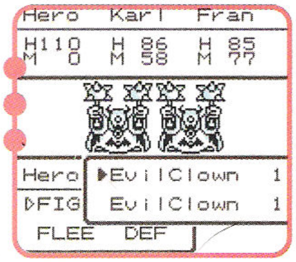
Legend for Ocean Cave (Floor #5)

A	EvlStatue	28	Stairs to Floor #4









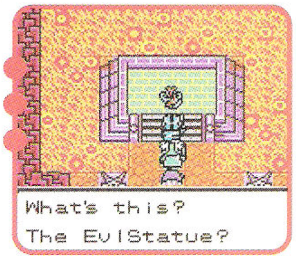
```
Hero   Karl   Fran
H110   H 86   H 85
M  0   M 58   M 77

Hero ▶EvilClown   1
▷FIG  EvilClown   1
 FLEE   DEF
```

Sail the ship to the eastern seas near Osterfair Castle. Save your game at Osterfair just in case you need to use the Return spell or a Warp Wing. This way, you won't have as far to travel. When you're ready, sail the ship south of Osterfair so that you can't see the island. Then sail straight to the west. You'll eventually find the **Ocean Cave** surrounded by shallow water.

Use the MoonShard and the sea will rise, giving you access to the cave's mouth. Your goal here is to find the **EvlStatue** that waits at the bottom of the cave.

The floor of this dungeon is often covered in molten lava. Walking on the lava slowly drains HP from your party. Avoid this by casting the StepGuard spell before stepping onto lava.

The way is pretty simple at first. On the second floor, use the StepGuard spell to reach the stairs in the northwest corner. These take you to the third level, which looks really complicated. The truth is, although there are a lot of stairs on this floor, most of them take you to the same spot. Use the stairs in the middle of the upper group to reach a treasure chest on the floor below. Then cast StepGuard and hike all the way across the lava to the west wall. Use the stairs on the wall to reach the bottom floor.



What's this?
The EvlStatue?

On the bottom floor you'll encounter two of Hargon's henchmen. Defeat them and then check out the altar behind them to find the **EvlStatue.**

Once you have the statue you can head back to the ship, but the bottom floor is a good area to gain some quick experience. You may want to hang out for a bit if your characters are in good health.

THE PATH TO RHONE

Objectives
Use the Traveler's Gate in Beran
Reveal the Rhone Cave

Suggested Level
24

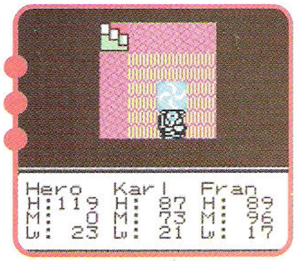
Now that you have the EvlStatue, it's time to try to find a way into Rhone. Do a quick equipment check first. Make sure that everyone has the best weapon and armor you can buy. Also be sure to give everyone an **Amulet** and a **Heal Shield.** They don't have to equip the shields, but if they have them in their inventories, they can use them to heal themselves rather than spend valuable MP.

Go to the town of Beran and speak with the imprisoned man. Be sure to use the StepGuard spell before stepping onto the squiggly tiles. They cause a lot of damage. He suggests that you use the **Traveler's Gate** behind the temple to reach a path to Rhone. Why not?

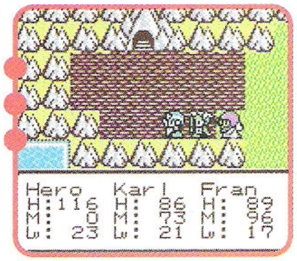
that leads to the
land of Rhone.

Use the Jail Key to unlock the door, then cast StepGuard and use the gate to be transported to a small house in the valley below Rhone. Getting out of the house is tricky. The door is below the gate.

Head west from the house and you'll find a large swamp. Stand in the swamp and use the EvlStatue to reveal a hidden passage to the **land of Rhone.**



```
Hero  Karl  Fran
H:119 H: 87 H: 89
M:  0 M: 73 M: 96
Lv: 23 Lv: 21 Lv: 17
```

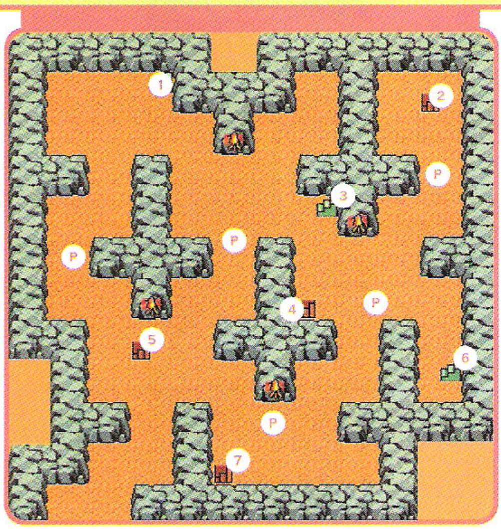


```
Hero  Karl  Fran
H:116 H: 86 H: 89
M:  0 M: 73 M: 96
Lv: 23 Lv: 21 Lv: 17
```

LIFE SEAL

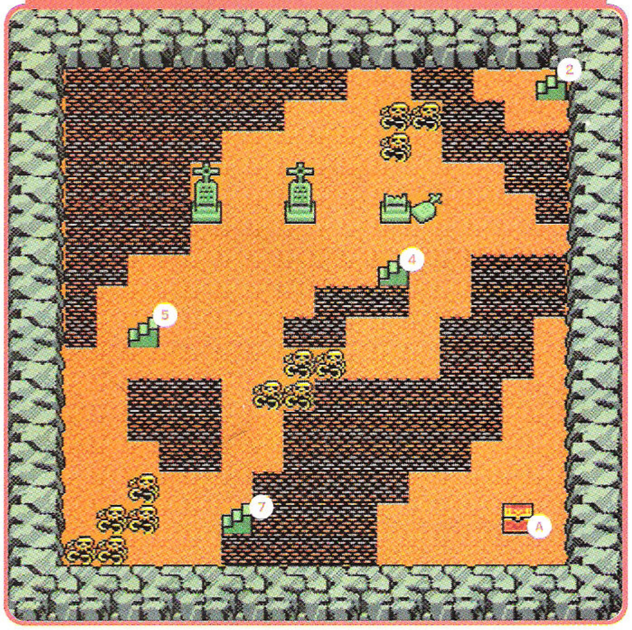
LEGEND FOR THE PATH TO RHONE (FLOOR #1)

1	Stairs to Floor #2	6	Stairs to Floor #2
2	Stairs to basement	7	Stairs to basement
3	Stairs to Floor #2	8	Stairs to Floor #2
4	Stairs to basement	P	Pit
5	Stairs to basement		



LEGEND FOR THE PATH TO RHONE (BASEMENT)

A	Life Seal	5	Stairs to Floor #1
2	Stairs to Floor #1	7	Stairs to Floor #1
4	Stairs to Floor #1		



SUGGESTED LEVEL

25

ITEM

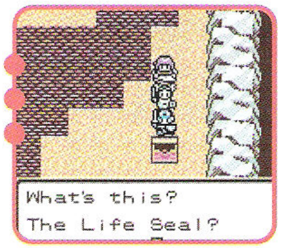
Life Seal

OBJECTIVES

- Find the Life Seal
- Visit the elemental spirit's home
- Get the RubissChm

MONSTERS

AgDevil	Ghoul	Metaly
Berserker	Goopi	MtlHunter
DarkEye	HawkMan	OrcKing
Disciple	Healer	Ozwarg
Dragon	Hork	Roboster
EvilClown	LizardFly	SaberLion
EvilTree	MagicAnt	Smoke
Flame	MagVamprs	Vampirus
Gargoyle	MegaNite	Warlock
Gas	Metabble	


What's this?
The Life Seal?

NOTE

If you examine the broken tombstone, you find a man hiding from Hargon. He doesn't serve a purpose in your quest, but he's kind of funny.

*:Whoa!
You scared me!

I will grant you
the Rubiss Charm.

On the first level there are stairs going up and down. Choose any staircase that leads down to the floor below. There's a chest in the southeast corner that contains the **Life Seal.**

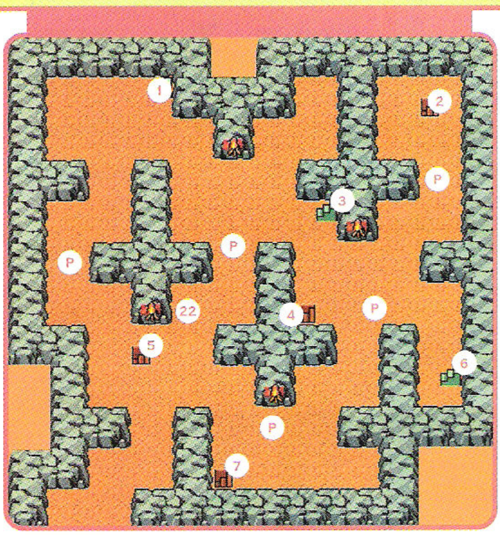
Now that you have all five Seals, you need to go find the elemental spirit. Leave the cave and head back to Beran. Hop in your ship and pilot it to the area south of Lorasia. Find the peninsula where the Shrine south of Lorasia Castle is located, and then sail south just far enough that you can't see it. Head straight west and you should find the **elemental spirit's home.**

Walk to the bottom floor and stand in the center. The Seals begins to glow and the earth elemental gives your party the **RubissChm.**

THE PATH TO RHONE

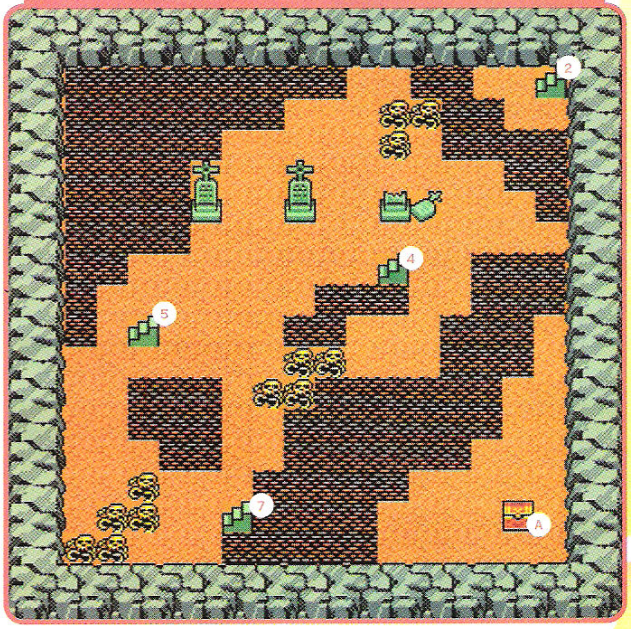
LEGEND FOR THE PATH TO RHONE (FLOOR #1)

1	Stairs to Floor #2	7	Stairs to basement
2	Stairs to basement	8	Stairs to Floor #2
3	Stairs to Floor #2	P	Pit
4	Stairs to basement	22	Drop spot from Floor #2 pit after getting Thundr Sword
5	Stairs to basement		
6	Stairs to Floor #2		



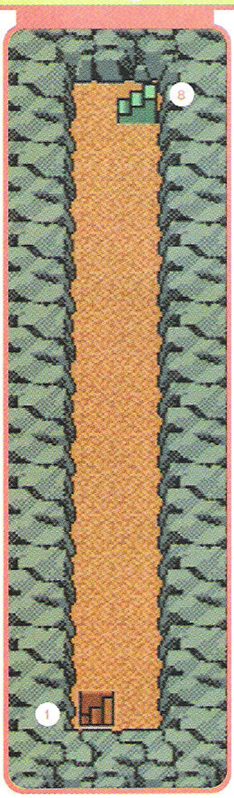
LEGEND FOR THE PATH TO RHONE (BASEMENT)

A	Life Seal	5	Stairs to Floor #1
2	Stairs to Floor #1	7	Stairs to Floor #1
4	Stairs to Floor #1		



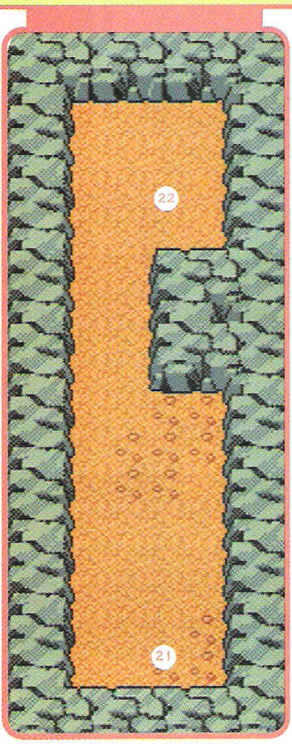
LEGEND FOR THE PATH TO RHONE (FLOOR #2)

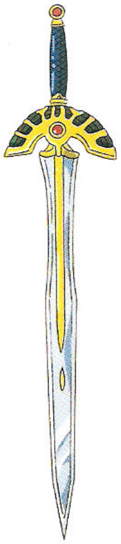
1	Stairs to Floor #1	8	Stairs to Floor #3



LEGEND FOR THE PATH TO RHONE (FLOOR #2)

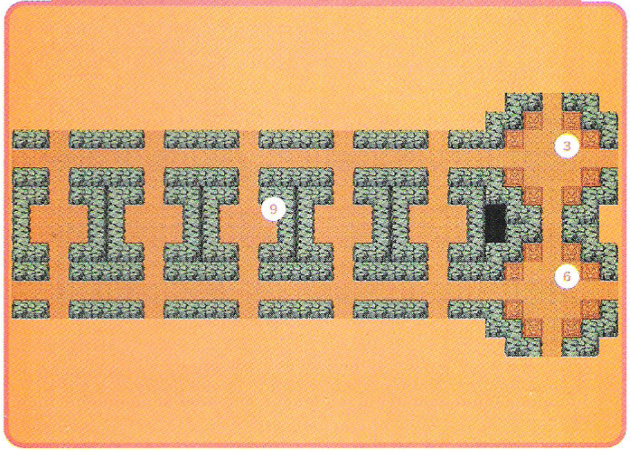
21	Stairs to Floor #3	22	Pit dropping down to Floor #1

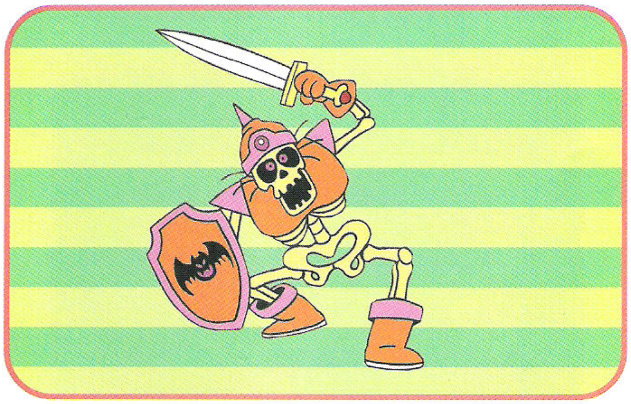




LEGEND FOR THE PATH TO RHONE (FLOOR #2)

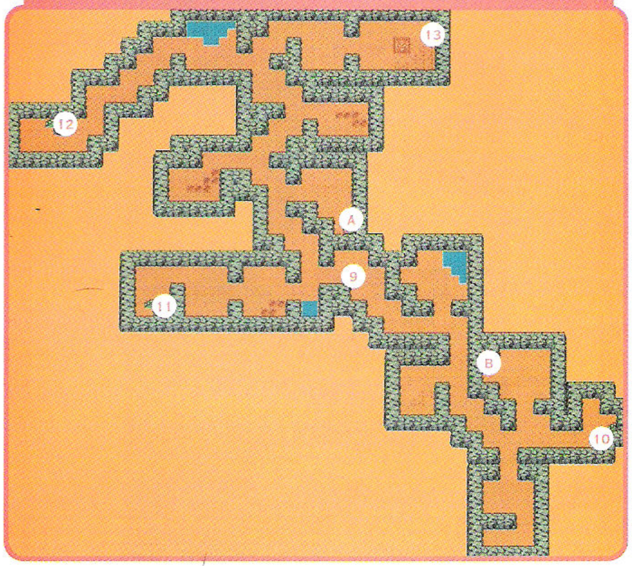
3	Stairs to Floor #1
6	Stairs to Floor #1
9	Stairs to Floor #3





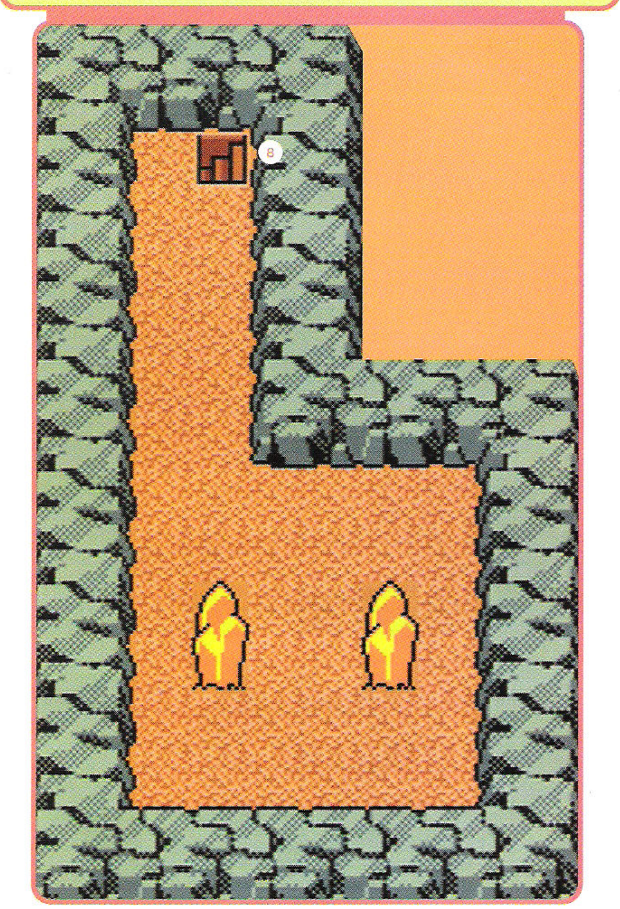
LEGEND FOR THE PATH TO RHONE (FLOOR #3)

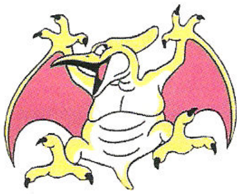
A	1,382 Gold
B	SlotToken
9	Stairs to Floor #2
10 – 13	Stairs to Floor #4



LEGEND FOR THE PATH TO RHONE (FLOOR #3)

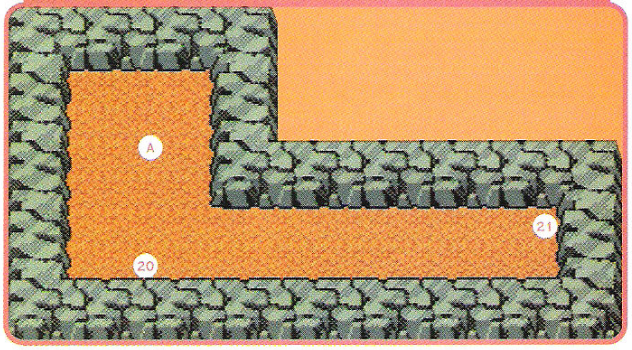
8	Stairs to Floor #2





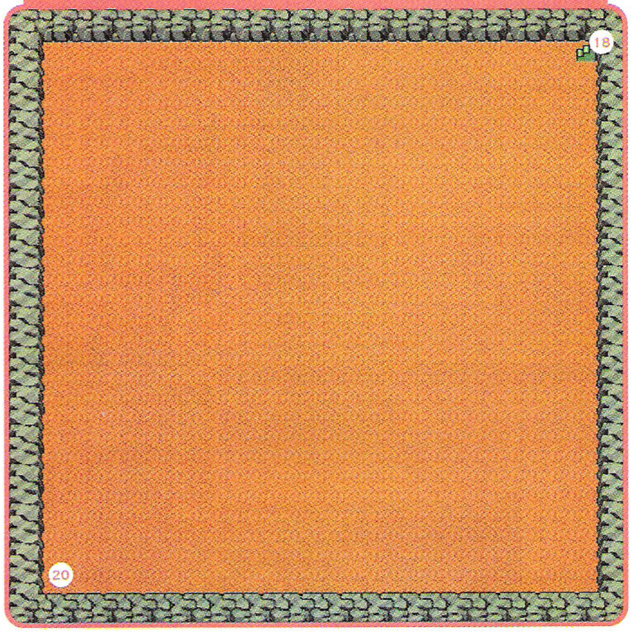
LEGEND FOR THE PATH TO RHONE (FLOOR #3)

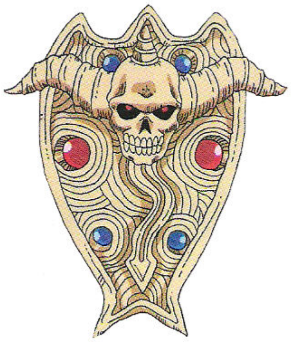
A	Thundr Sword
20	Drop off spot from Floor #4
21	Stairs to Floor #2



LEGEND FOR THE PATH TO RHONE (FLOOR #4)

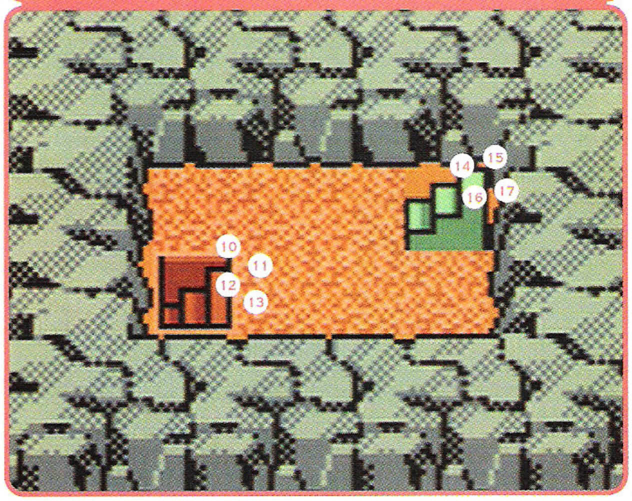
18 Stairs to Floor #5
20 Pit to Floor #3





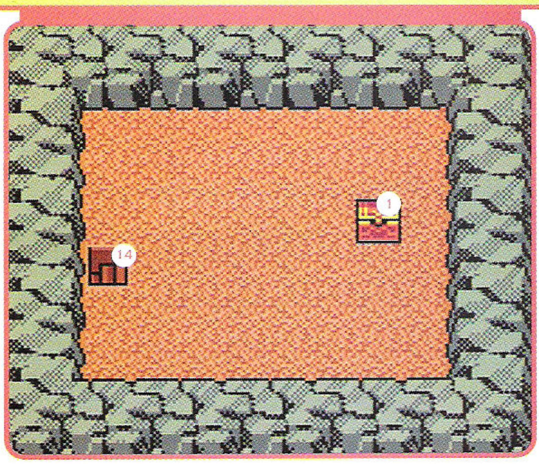
LEGEND FOR THE PATH TO RHONE (FLOOR #4)

10 - 13 Stairs to Floor #3
14 - 17 Stairs Floor #5



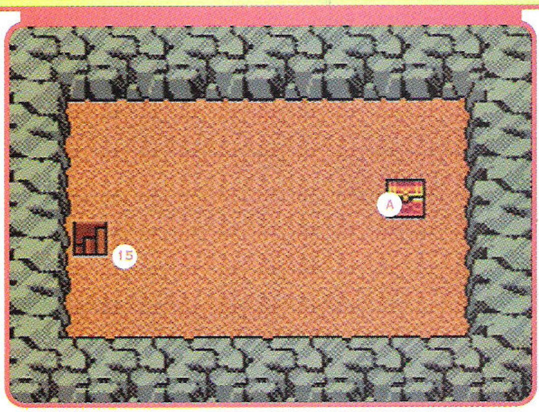
LEGEND FOR THE PATH TO RHONE (FLOOR #5)

A Loto Armor
14 Stairs to Floor #4



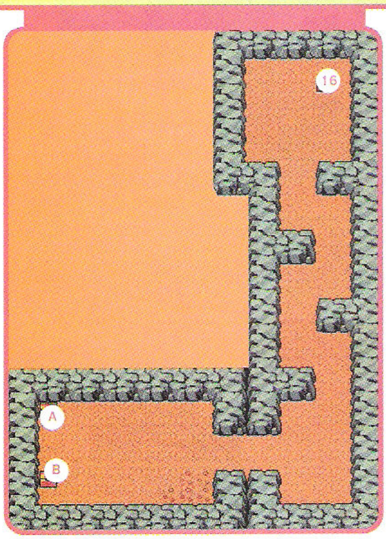
LEGEND FOR THE PATH TO RHONE (FLOOR #5)

A Magic Helmet
15 Stairs to Floor #4



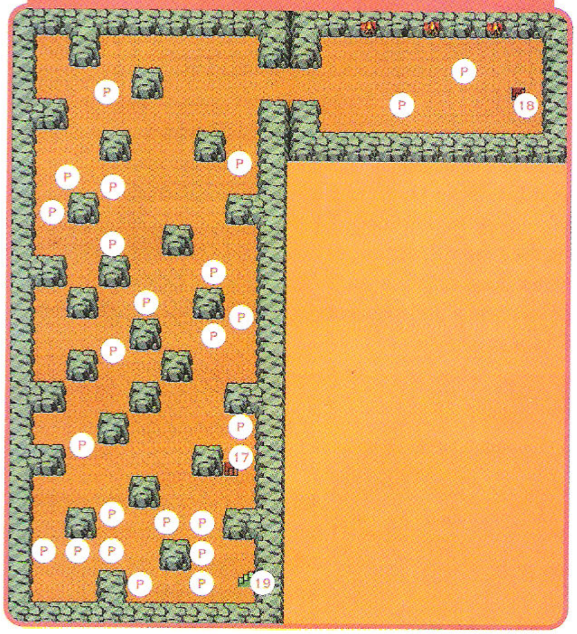
LEGEND FOR THE PATH TO RHONE (FLOOR #5)

A Evil Shield
B 571 Gold
16 Stairs to Floor #4



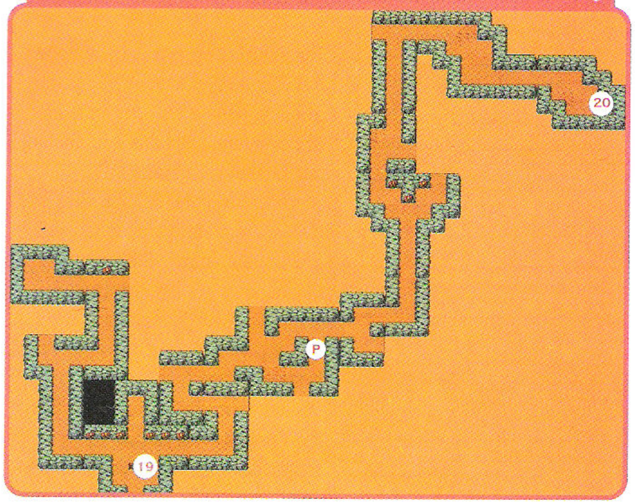
LEGEND FOR THE PATH TO RHONE (FLOOR #5)

17 & 18	Stairs to Floor #4
19	Stairs to Floor #6
P	Pit



LEGEND FOR THE PATH TO RHONE (FLOOR #6)

19	Stairs to Floor #5
P	Pit
20	Exit to Rhone



OBJECTIVES

- Find the Loto Armor
- Get the Thundr Sword
- Exit the cave to find Rhone

SUGGESTED LEVEL

24 to 26

ITEMS

- Life Seal
- 1,382 Gold
- SlotToken
- Loto Armor
- Magic Helmet
- Evil Shield
- 571 Gold
- Thundr Sword

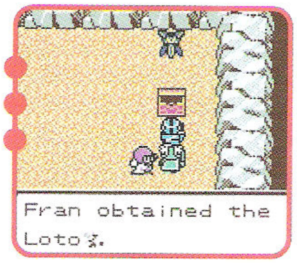
MONSTERS

- AgDevil
- Berserker
- DarkEye
- Disciple
- Dragon
- EvilClown
- Flame
- Gargoyle
- Ghoul
- Healer
- Hork
- MagVamprs
- MegaNite
- Metabble
- Metaly
- MtlHunter
- OrcKing
- Ozwarg
- Roboster
- SaberLion

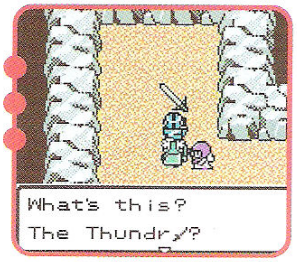
Return to the Rhone Cave. Use either of the stairs on the east side to reach the next floor. Head west along the hall to the third hall. Go either north or south depending on which way you entered the area to find the stairs up to the next level.

Four staircases go up. Start with the one in the southeast corner. This leads to the **Loto Armor.** Be sure to equip it right away. Next, visit the rooms above the stairs on the west side of the floor to find more treasure. Finally, use the stairs in the northeast corner to move toward the exit.

The next floor is filled with pitfalls. Drop into one and then head to the southwest corner on the floor below. You'll find another pit that leads to the **Thundr Sword.** Equip it right away, then drop down into the hole in that floor to return to the beginning of the cave.



Fran obtained the
Loto.



What's this?
The Thundr?

Retrace your steps to the room with a ton of pits. Carefully walk south from the stairs two paces, then west two paces. Head south to the wall below and then go east to the stairs. You should be able to avoid the rest of the pits.

Things get really crazy on the next floor. Follow the maps closely to reach the stairs at the end. If you take a wrong turn, you'll end up back at the stairs where you entered. When you complete this level you'll find yourself in the icy plains of **Rhone.**

HARGON CASTLE

OBJECTIVES
Battle Atlas
Fight Bazuzu
Conquer Zarlox
Confront Hargon
Overcome the ultimate evil
Return to Lorasia Castle

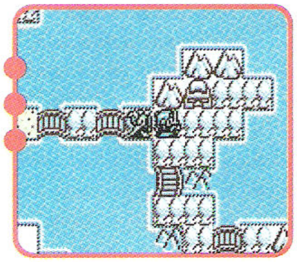
MONSTERS
ArcDemon
Atlas (boss)
BatDemon
Bazuzu (boss)
Cyclops
Dragon
Flame
Gigantes
Hargon
Magus
Metabble
Roboster
Zarlox (boss)

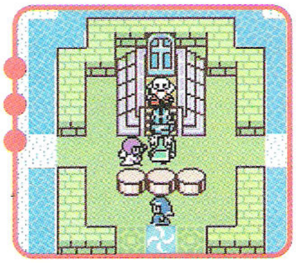
SUGGESTED LEVEL
26

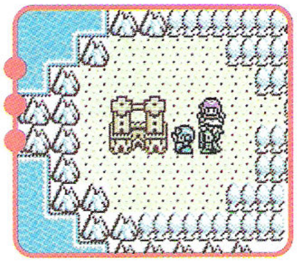
ITEMS
DvlTail
Devil Armor

After exiting the Rhone Cave, you're placed in the valley where Hargon Castle is. It's still a long trek to the castle, and the beasts in this area are much tougher than those in the cave you just left.

Walk northeast and keep your eyes peeled for a bridge or two over a small lake. Cross the bridges and you'll find a Shrine. A man inside the Shrine restores your party's HP and MP for free and allows you to save your game. There's also a Traveler's Gate, which takes you back to the valley before the Rhone Cave. Save your game here and from that point on you won't have to go back through the Rhone Cave again, unless you save your game elsewhere. If you do go back to civilization, you can leave town and use the Return spell or a Warp Wing to bring you back here.

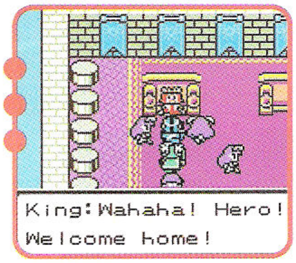






Spend some time leveling up in this area. You'll want to reach level 30 before you continue your quest to defeat **Hargon.** With battles worth over 2,000 points of experience, it shouldn't take you long to raise your characters up to whatever levels you desire.

When you're ready, leave the Shrine and head north. To the west is a fork in the path. Take the high path to reach a large lake. Go west around the lake and then north to find Hargon Castle.

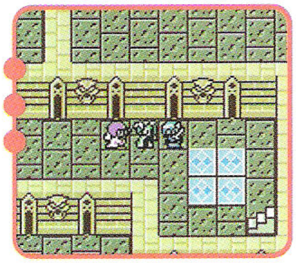


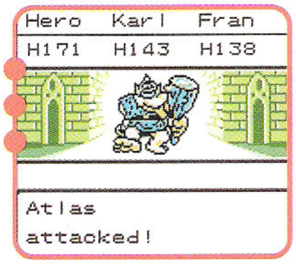
```
King:Wahaha! Hero!
Welcome home!
```

Upon entering the castle you'll probably be a bit shocked at first. Things aren't as they seem. Use the RubissChm to dispel the illusion. Check behind the throne to find a door. Use the StepGuard spell to reach the center area and you'll find a large cross on the floor. Stand in the middle of the cross and use the EvlStatue to teleport to the next level.

Hargon Castle isn't a large place, but it's extremely dangerous. Hargon's power is the strongest at the epicenter of his realm. Be ready to face monsters stronger than those you faced before. On levels three, four, and five you'll face powerful bosses. Then, on the top floor you'll find **Hargon himself.** Here are some strategies to help you.

ATLAS

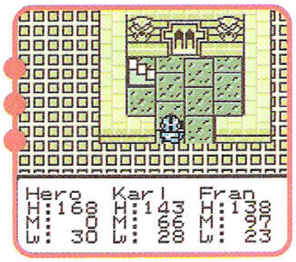




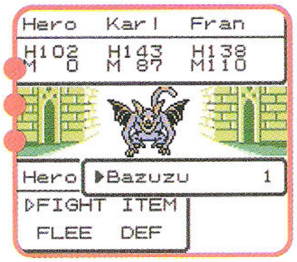
```
Hero  Karl  Fran
H171  H143  H138

Atlas
attacked!
```

Atlas is a very powerful enemy, but he doesn't have any magical attacks. Use Increase several times to boost your party's defense to a point where Atlas's attacks are manageable. Then cast Defense on Atlas to lower his defense and to make your attacks more effective. Magic is almost totally ineffective against Atlas, so concentrate on physical attacks. Have both the Prince and the Princess keep everyone's HP up while you attack and this battle should be over quickly.

BAZUZU



```
Hero   Karl   Fran
H:168  H:143  H:138
M:  0  M: 66  M: 97
L: 30  L: 28  L: 23
```

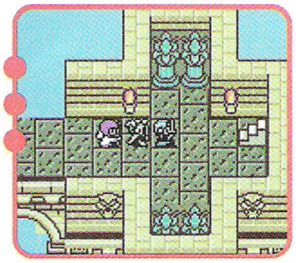


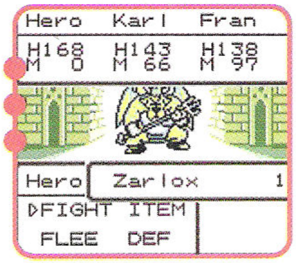
```
Hero  Karl  Fran
H102  H143  H138
M  0  M 87  M110

Hero ▶Bazuzu      1
▷FIGHT  ITEM
 FLEE   DEF
```

The second boss is a bit tougher than the first due to its magical abilities. **Bazuzu** can use just about every spell there is, including Defeat and HealAll.

Unfortunately, StopSpell is ineffective against this boss, so you'll just have to deal with whatever it throws at you. Use the Defense spell to lower its defenses, then throw everything you've got at it. Both the hero and the Prince should use physical attacks, but the Princess can cause some major damage with her Explodet spell. Even if Bazuzu eliminates a couple of your characters, you can still win this battle.

ZARLOX

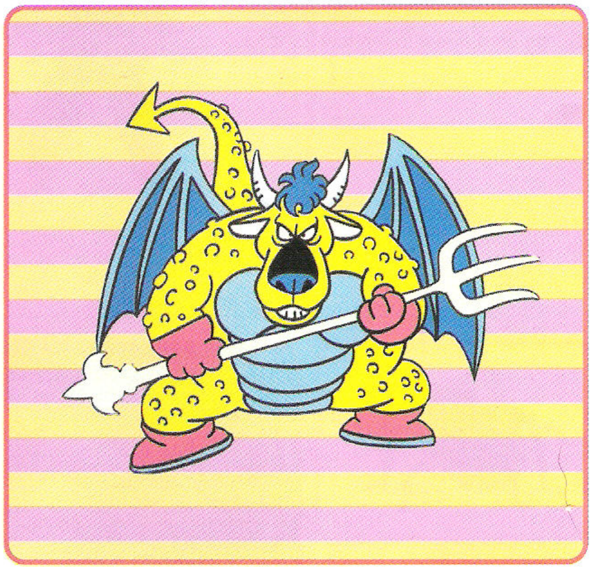




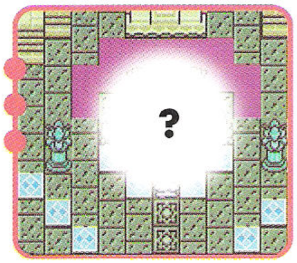
Hero Karl Fran
H168 H143 H138
M 0 M 66 M 97

Hero | Zarlox 1
▷FIGHT ITEM
FLEE DEF

As you'd expect, the last of the three bosses before Hargon is the worst. **Zarlox** has a super-strong attack and defense, which can quickly decimate even the most seasoned warriors. Take advantage of your Increase spell to quickly boost your party's defense. You can attempt to use Defense to lower Zarlox's defensive power, but it rarely works, so it's better to focus on physical attacks. Keep a close eye on everyone's HP. If anyone drops below 100, you should quickly restore the character to full health.



HARGON

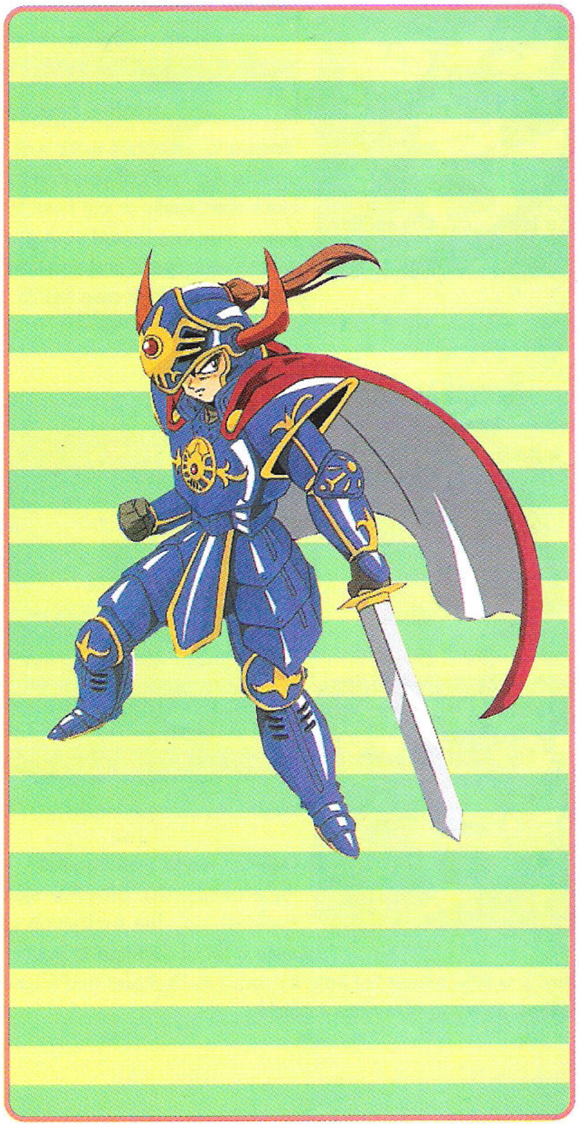


Hargon is tough, but he's manageable. Usually, he either casts Explodet, or attacks one character twice in a row. You can protect your party against his physical attacks using Increase several times. He'll still cause a lot of damage to whomever he attacks, so you need to be ready to heal everyone right away. Most spells are worthless against Hargon. StopSpell can work, but rarely. Just keep everyone healthy and hit him with your best shots. When he gets low on energy, he'll begin using HealMore. Don't hold back at this point. Hit him hard and fast to finish him off.

SIDOH

This is it! The final battle awaits. **Sidoh** is the toughest of the enemies you'll face. He has incredible strength and extremely powerful attacks. Begin the battle using Increase to maximize your party's defense. Then use Defense to lower Sidoh's defensive power until the spell no longer works. This allows the hero to cause about 100 points of damage to Sidoh with each attack. If Sidoh casts Increase on himself, cast Defense again to keep his defenses weakened.

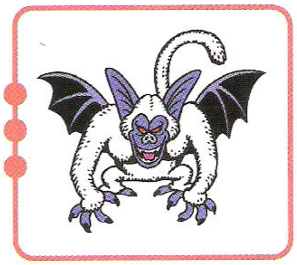
While all this is going on, be sure to keep everyone's HP maxed out at all times. Give Sidoh a chance and he'll wipe out your entire party with his fiery breath. Sidoh can use the HealAll spell, which means he can completely restore his HP at the last second. Hopefully, you won't have to deal with this, but if the boss uses it, you had better be ready for a really long fight!

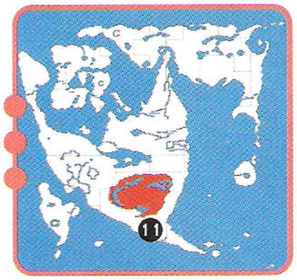


MONSTER DATA

Below is a breakdown of the monsters you may encounter in *Dragon Warrior II*. The tables for these monsters function in the same way as those in Chapter 6 for the *Dragon Warrior I* bestiary. Please see the last page of this chapter (page 104) for an explanation of how the World Maps in this section indicate target levels specific to *Dragon Warrior II*.

AGDEVIL

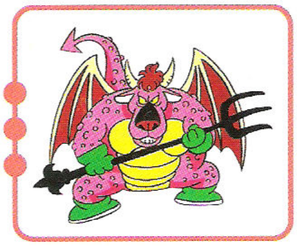


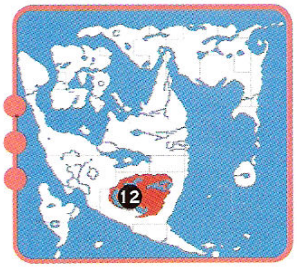


STATISTICS	
HP	89
MP	30
Attack	102
Defense	69
Agility	83
Experience	321
Gold	96
Item Dropped	Dragon Sword
Special Abilities	Sweet Breath, HealAll, Firebane

Sleep and StopSpell work well against AgDevils. If you don't block their spells or put them to sleep, they can pound your party with vicious spells and can completely restore their own health.

ARCDEMON

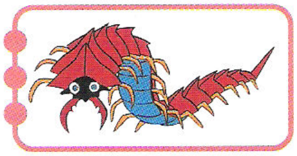


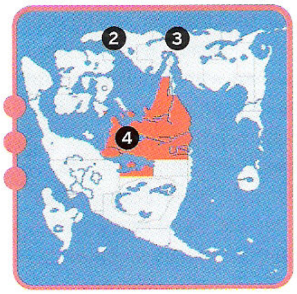


STATISTICS	
HP	230
MP	50
Attack	140
Defense	135
Agility	105
Experience	1,475
Gold	235
Item Dropped	Wizard Ring
Special Abilities	Explodet, Flame

Defense works well against these behemoths, but other status spells do not. The ArcDemon can cause a lot of damage to your party in a little amount of time by using its Explodet and Flame abilities, so try to eliminate it quickly.

ARMORPEDE

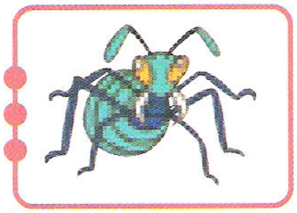


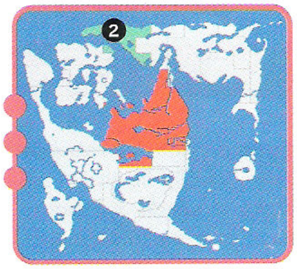


STATISTICS	
HP	21
MP	0
Attack	25
Defense	40
Agility	13
Experience	14
Gold	30
Item Dropped	Leathr Armor
Special Ability	Poison Attack

The ArmorPede's hard exoskeleton provides solid armor against physical attacks. To make things worse, their fangs drip with deadly poison. Although ArmorPedes aren't the toughest bugs you'll encounter, they can be a threat to low-level warriors.

ARMYANT (ARMY ANT)

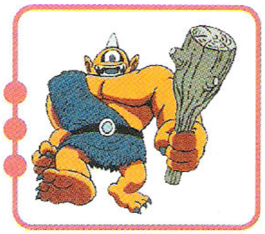




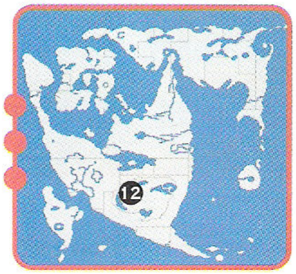
STATISTICS	
HP	12
MP	0
Attack	19
Defense	13
Agility	8
Experience	4
Gold	2
Item Dropped	Herb
Special Ability	Call for Help

These ants aren't tough, but they attack in large numbers. Plus, just when you think you've got them under control, they send for reinforcements. Therefore, battles are often long and drawn out, which allows the enemy to eventually wear your heroes out.

ATLAS

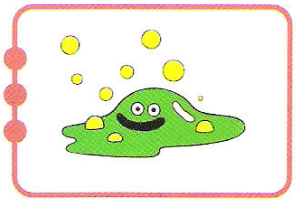


STATISTICS	
HP	250
MP	0
Attack	195
Defense	160
Agility	85
Experience	2,500
Gold	250
Item Dropped	Devil Sword
Special Ability	Double Attack

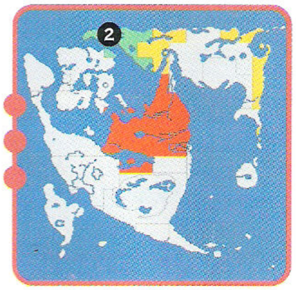


Atlas is a very powerful enemy, but it doesn't have any magical attacks. Use Increase several times to boost your party's defense to a point where Atlas's attacks are manageable. Then cast Defense on Atlas to lower its defense and make your party's attacks more effective. Magic attacks are almost totally ineffective against Atlas, so concentrate on physical attacks.

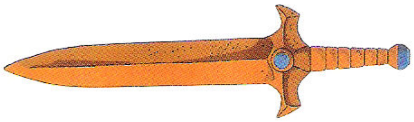
BABBLE



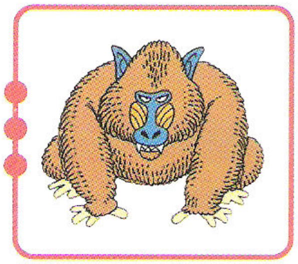
STATISTICS	
HP	13
MP	0
Attack	16
Defense	13
Agility	9
Experience	8
Gold	4
Item Dropped	Copper Sword
Special Abilities	Poison Attack, Concentrated Attack



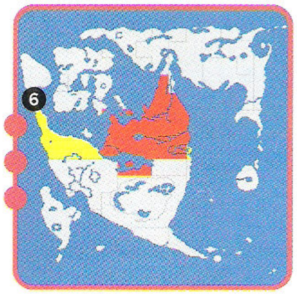
These creatures don't pose much of a threat, but they can poison unsuspecting warriors. It's best to eliminate them quickly and to have an Antidote ready just in case things go poorly.



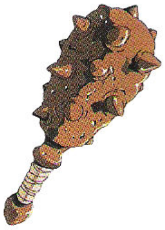
BABOON



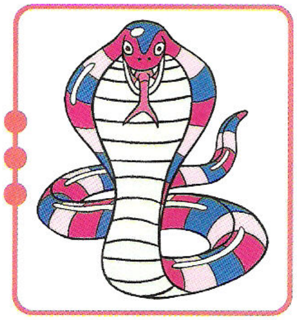
STATISTICS	
HP	35
MP	0
Attack	40
Defense	12
Agility	18
Experience	33
Gold	45
Item Dropped	Club
Special Ability	Flee



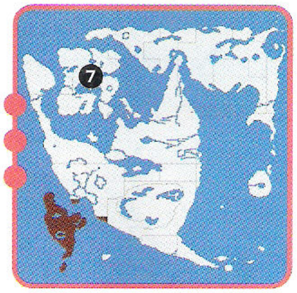
These really big primates have really big attacks. Use Surround and strong magic attacks to eliminate these big apes in a hurry. Strong physical attacks also work well, but it will probably take more than one hit to put a Baboon down.



BASILISK

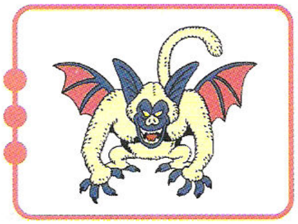


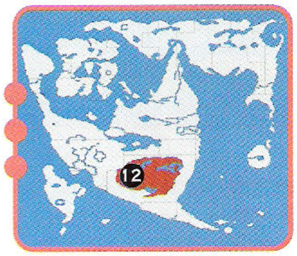
STATISTICS	
HP	38
MP	0
Attack	75
Defense	25
Agility	41
Experience	41
Gold	58
Item Dropped	Repellent
Special Abilities	Flee, Poison Attack



This powerful snake has a poisonous bite. It's fairly easy to defeat with magic, but the best bet is to put it to Sleep and then defeat it. That way it can't counterattack and poison you.

BATDEMON (BAT DEMON)

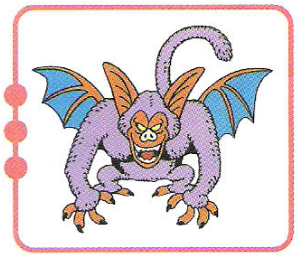


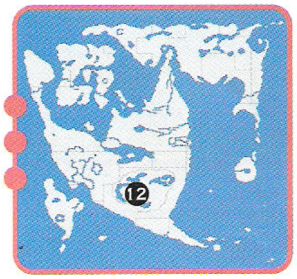


STATISTICS	
HP	138
MP	35
Attack	118
Defense	110
Agility	85
Experience	542
Gold	100
Item Dropped	Devil Armor
Special Abilities	Firebane, Sacrifice, Fire Breath, Poison Breath, Double Attack

This is one of the fiercest enemies you'll face. Don't waste time with these creatures. Cast StopSpell and Sleep right away to render them nearly powerless, then assault them with physical attacks.

BAZUZU

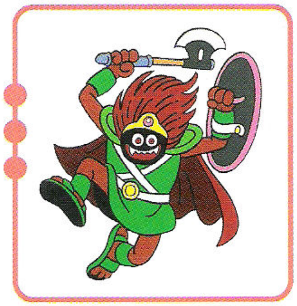




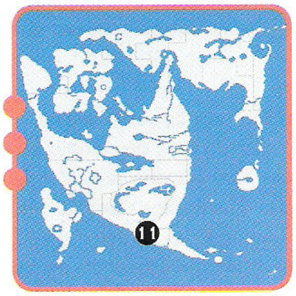
STATISTICS	
HP	250
MP	50
Attack	127
Defense	170
Agility	75
Experience	3,350
Gold	240
Item Dropped	Magic Helmet
Special Abilities	Sacrifice, Explodet, Defeat, Firebane, Sleep, StopSpell, HealAll

This boss can use just about every spell there is, including Defeat and HealAll. Unfortunately, StopSpell is ineffective against it, but it can be put to Sleep fairly easily. Use the Defense spell to lower its defenses, then throw everything you've got at it.

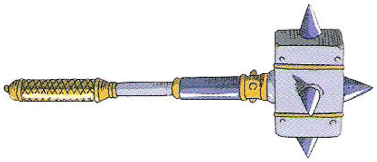
BERSERKER



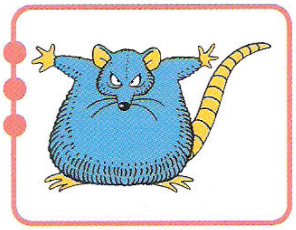
STATISTICS	
HP	78
MP	0
Attack	109
Defense	63
Agility	55
Experience	147
Gold	123
Item Dropped	Hammer
Special Ability	Concentrated Attack

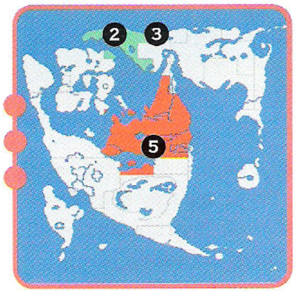


These fierce warriors attack with brutal physical blows that cause high damage. Both Sleep and Surround are very effective against them, and attack spells are equally effective.



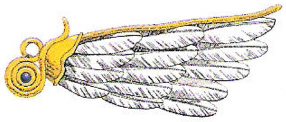
BIGRAT (BIG RAT)



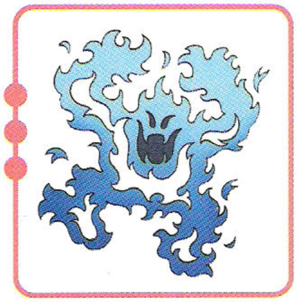


STATISTICS	
HP	16
MP	0
Attack	19
Defense	11
Agility	15
Experience	7
Gold	5
Item Dropped	Warp Wing
Special Abilities	Flee, Concentrated Attack

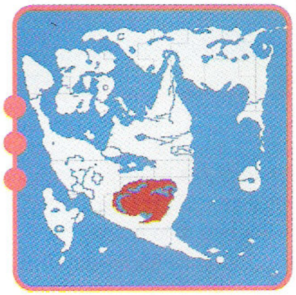
These huge rodents pose little threat to most warriors. Just be careful that they don't defeat a weakened member of your party.



BLIZZARD

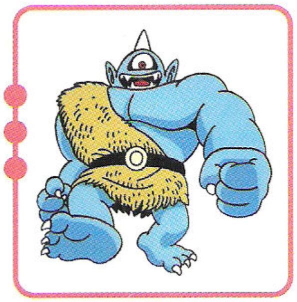


STATISTICS	
HP	92
MP	8
Attack	95
Defense	73
Agility	85
Experience	412
Gold	113
Item Dropped	Wizard Wand
Special Abilities	Defeat, Defense, Increase

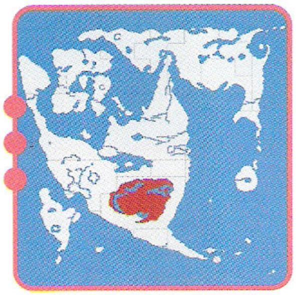


You need to eliminate these cold creeps quickly, or they'll begin casting Defeat on your party; then only luck can save you. Explodet is your best chance for victory.

CYCLOPS

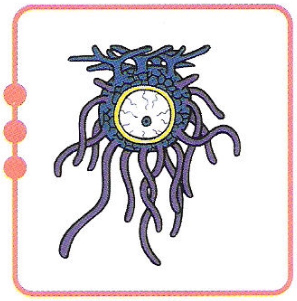


STATISTICS	
HP	115
MP	0
Attack	121
Defense	42
Agility	43
Experience	257
Gold	99
Item Dropped	Amulet
Special Abilities	Flee, Brutal Hit

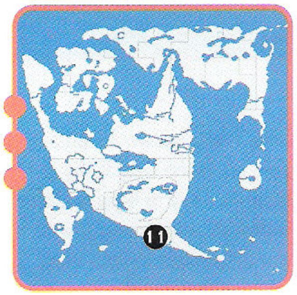


Giants like these are known for their fearsome strength, which gives them extremely powerful attacks. Use Surround to confound them, and then let them have it with attack spells and physical attacks.

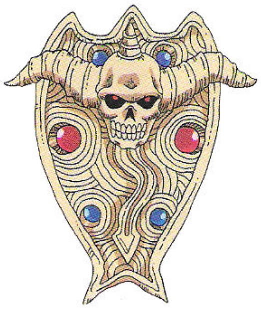
DARKEYE (DARK EYE)



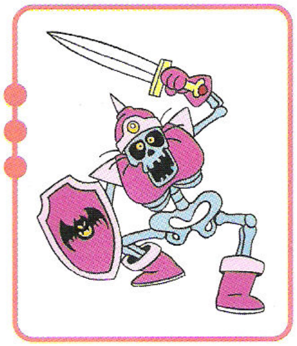
STATISTICS	
HP	67
MP	15
Attack	74
Defense	22
Agility	55
Experience	118
Gold	81
Item Dropped	Evil Shield
Special Abilities	Sweet Breath, Surround, Magic Dance



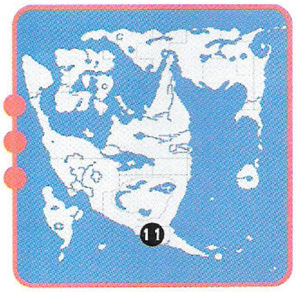
Creatures such as these don't pose much of a physical threat. They use magic to put your warriors to sleep and sap their strength. Alone they're easy to defeat, but when they're grouped with other monsters they can really be a hassle.



DISCIPLE

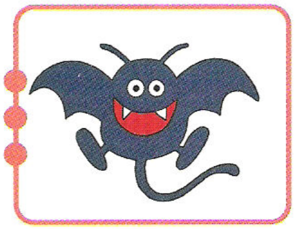


STATISTICS	
HP	77
MP	25
Attack	115
Defense	72
Agility	65
Experience	201
Gold	135
Item Dropped	Thundr Sword
Special Abilities	HealMore, Defense, Double Attack, Brutal Hit

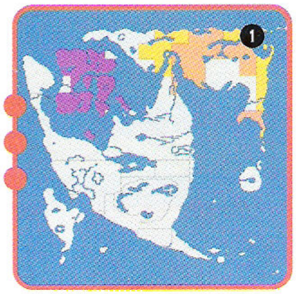


The worst part in dealing with these creeps is the way they like to use Defense to make your party susceptible to physical attacks. Fortunately, attack spells work well against them, so wipe them out with Explodet.

DRACKY

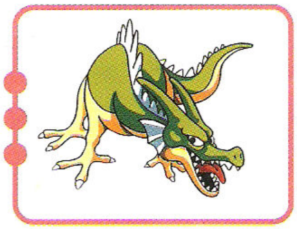


STATISTICS	
HP	9
MP	0
Attack	12
Defense	8
Agility	5
Experience	3
Gold	3
Item Dropped	Club
Special Ability	Flee

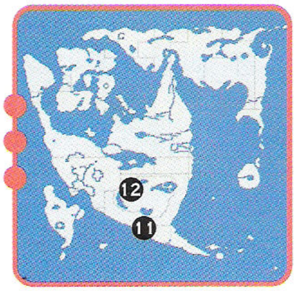


This little bat is known for pestering adventurers at the beginning of their quests. They're easy to defeat, but warriors at extremely low levels are susceptible to their bites.

DRAGON

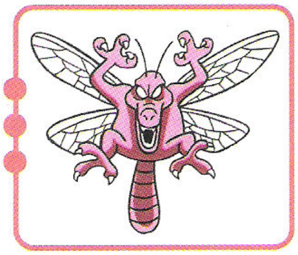


STATISTICS	
HP	90
MP	0
Attack	120
Defense	56
Agility	62
Experience	480
Gold	147
Item Dropped	Devil Sword
Special Abilities	Fire Breath, Flame

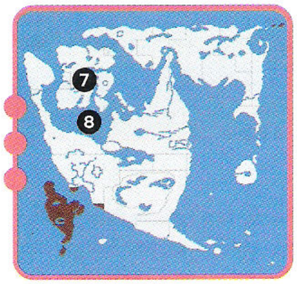


Though Dragons aren't the strongest creatures you'll encounter throughout your journey, few creatures pose as severe a threat when you first encounter them. Use powerful attack spells to eliminate them quickly, or they'll roast your party with their fire attacks.

DRAGONFLY

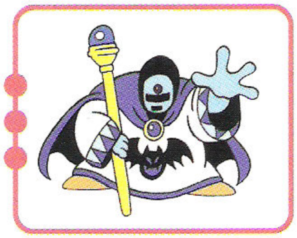


STATISTICS	
HP	40
MP	0
Attack	51
Defense	21
Agility	30
Experience	59
Gold	43
Item Dropped	Amulet
Special Abilities	Flee, Fire Breath

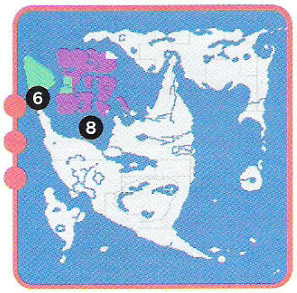


These creatures typically attack in large groups and like to use their fire breath to quickly fry their opponents. Because their attacks aren't magic spells, you can't use StopSpell. Therefore, you'll need to eliminate them quickly with strong attacks or powerful attack spells.

ENCHANTER

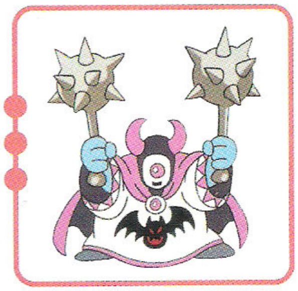


STATISTICS	
HP	40
MP	10
Attack	36
Defense	14
Agility	25
Experience	37
Gold	30
Item Dropped	Amulet
Special Abilities	StopSpell, Increase, Firebal, Sleep, Flee

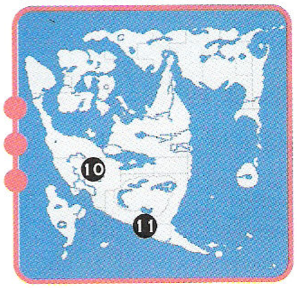


This is the middle-class magic user. It has a wide variety of spells, but still lacks punch. Use StopSpell to outwit it and to give yourself an advantage in battle.

EVILCLOWN (EVIL CLOWN)

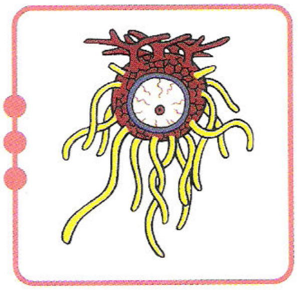


STATISTICS	
HP	67
MP	24
Attack	73
Defense	28
Agility	75
Experience	107
Gold	132
Item Dropped	Wizard Wand
Special Abilities	HealAll, Firebane, Increase, Defense, Flee

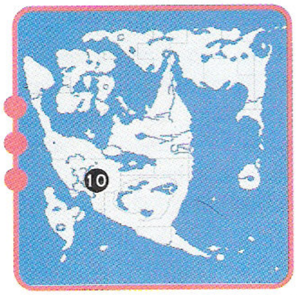


Don't be fooled by the name, these guys won't leave you laughing. Always target this enemy first in a battle. Its attacks are powerful and it can boost its comrades' abilities. If faced with more than one of its kind, use powerful attack spells to defeat them all as quickly as possible.

EVILEYE (EVIL EYE)

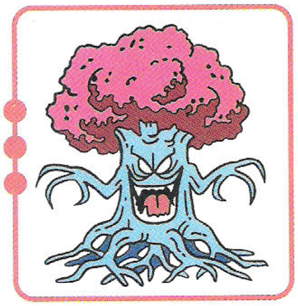


STATISTICS	
HP	50
MP	0
Attack	67
Defense	30
Agility	45
Experience	92
Gold	88
Item Dropped	Steel Armor
Special Abilities	Sweet Breath, Magic Dance

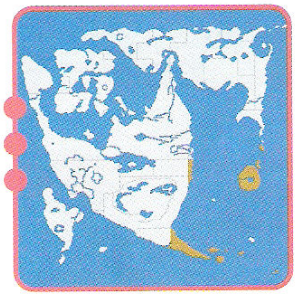


These creatures like to lull your party to sleep with their Sweet Breath, then drain you of MP. Defeat them quickly with an attack spell such as Firebane or Explodet.

EVILTREE (EVIL TREE)

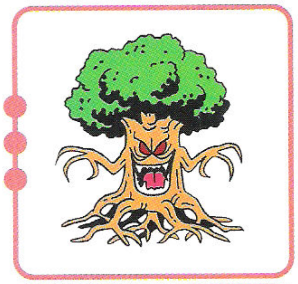


STATISTICS	
HP	63
MP	4
Attack	72
Defense	27
Agility	38
Experience	67
Gold	95
Item Dropped	Repellent
Special Abilities	StopSpell, Magic Dance, Flee

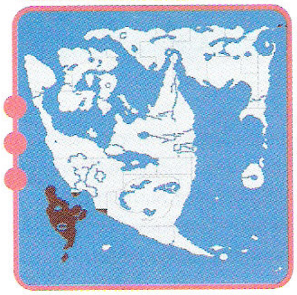


These woodland wonders are known for robbing travelers of their ability to use magic by casting StopSpell and draining their MP. It's best to attack the EvilTrees quickly with a combination of attack spells and physical attacks to keep them from draining your party dry.

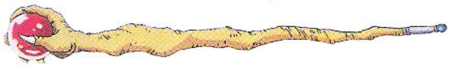
FACETREE (FACE TREE)



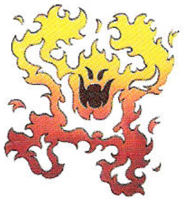
STATISTICS	
HP	51
MP	0
Attack	58
Defense	19
Agility	30
Experience	50
Gold	80
Item Dropped	Wizard Wand
Special Abilities	Flee, Magic Dance



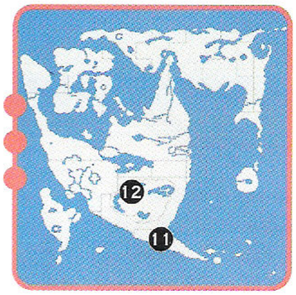
Anyone traveling through thick woodland areas should be on the lookout for these temperamental trees. They can be silenced quickly using the Sleep spell.



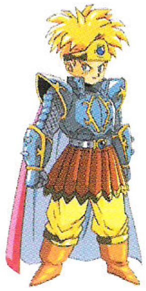
FLAME



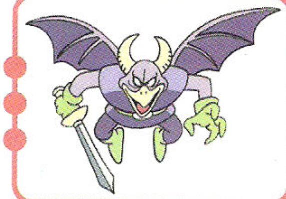
STATISTICS	
HP	65
MP	0
Attack	85
Defense	54
Agility	68
Experience	315
Gold	101
Item Dropped	Magic Armor
Special Abilities	Fire Breath, Flame, Call for Help



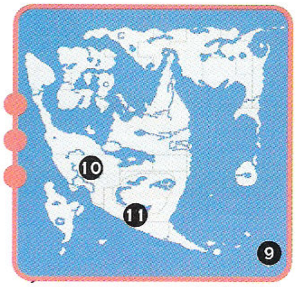
It should come as no surprise that these flaming beasts use fire magic. Magic isn't very effective against these enemies, so you'll have to rely on physical attacks. Always eliminate them quickly, or they may leave you a little burned.



GARGOYLE

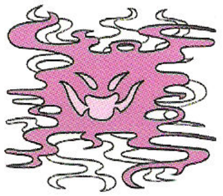


STATISTICS	
HP	60
MP	15
Attack	85
Defense	51
Agility	64
Experience	107
Gold	95
Item Dropped	Iron Helmet
Special Ability	StopSpell

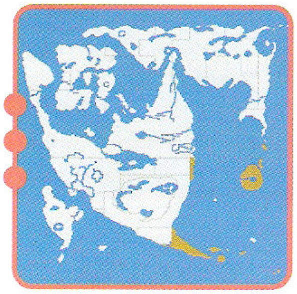


Magic doesn't work very well against these flying creatures, but you can use Surround to throw them off balance and decrease their accuracy. This is one of the toughest enemies you'll encounter in the waters surrounding Zahan.

GAS

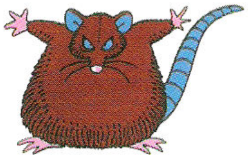


STATISTICS	
HP	50
MP	5
Attack	60
Defense	80
Agility	45
Experience	39
Gold	62
Item Dropped	Evade Cloak
Special Abilities	Sleep, StopSpell, Surround

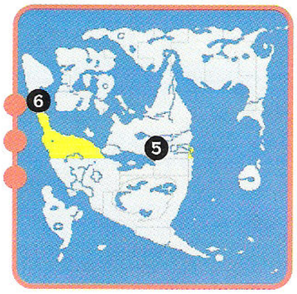


Though these gaseous creatures aren't very strong, they carry a lot of spells that will make things tough on your party. They're also hard to hit and can absorb a great deal of damage. There's no perfect way to eliminate them. Use a combination of attack spells and physical attacks, but be ready to miss with both.

GHOSTRAT (GHOST RAT)

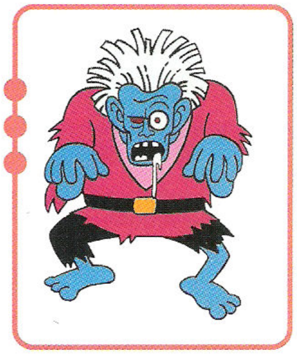


STATISTICS	
HP	25
MP	0
Attack	35
Defense	12
Agility	25
Experience	23
Gold	25
Item Dropped	Herb
Special Abilities	Flee, Call for Help

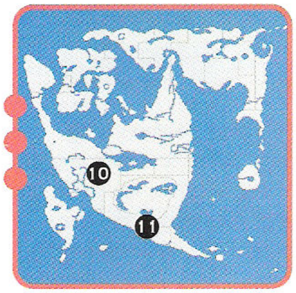


This is the king of the rat family. Its attacks are strong enough to be troublesome, but its real advantage is that it can call for help from other GhostRats, which often leads to long battles. Use attack spells to hit all of the GhostRats simultaneously and get the battle over with as quickly as possible.

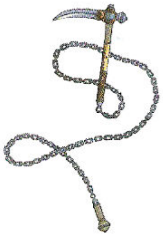
GHOUL



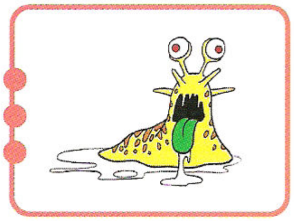
STATISTICS	
HP	80
MP	6
Attack	103
Defense	19
Agility	21
Experience	91
Gold	100
Item Dropped	Sickle
Special Ability	Firebal



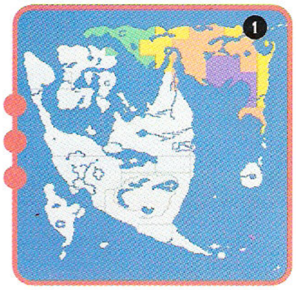
This zombie has a wickedly powerful attack and almost no defense. For some reason it likes to use the Firebal spell a lot even though its claws are stronger. Put it to sleep and then pound it into submission.



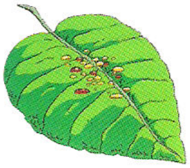
GIANTSLUG (GIANT SLUG)



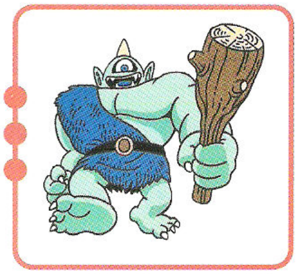
STATISTICS	
HP	8
MP	0
Attack	9
Defense	6
Agility	3
Experience	2
Gold	3
Item Dropped	Herb
Special Ability	Flee



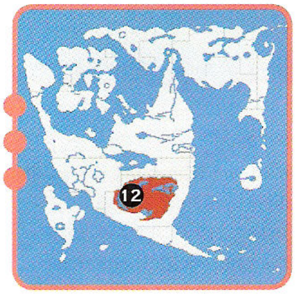
These slugs are a breeze even at the beginning of the game. In fact, they're only a threat to very low-level warriors and, even then, usually only in groups.



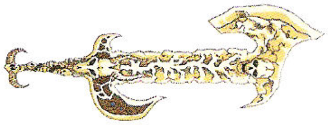
GIGANTES



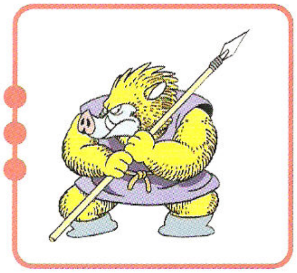
STATISTICS	
HP	175
MP	0
Attack	150
Defense	51
Agility	88
Experience	580
Gold	165
Item Dropped	Devil Sword
Special Ability	Brutal Hit



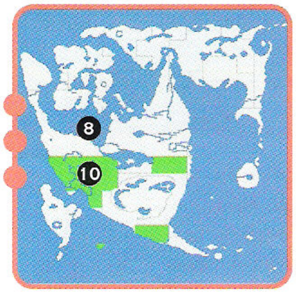
Your first encounter with one of these giants may be fatal. They pack a terrible punch that's often enough to eliminate a warrior with a single blow. Use Surround to throw off their accuracy and then attack them with all you've got.



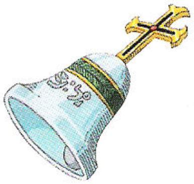
GOLDORC (GOLD ORC)



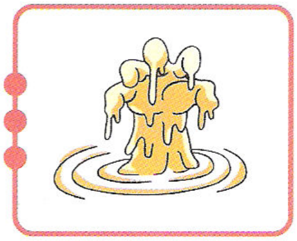
STATISTICS	
HP	100
MP	6
Attack	80
Defense	56
Agility	57
Experience	83
Gold	255
Item Dropped	Amulet
Special Abilities	Heal, Flee



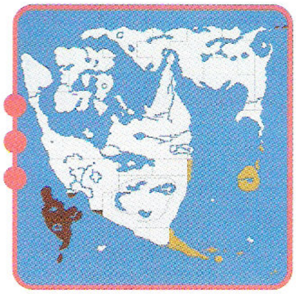
The GoldOrcs may be strong fighters, but they're also one of the best sources of gold once you get the ship. Just be careful when fighting a GoldOrc in a group of other monsters. It can heal itself and its companions, so you may need to target it first.



GOOPI

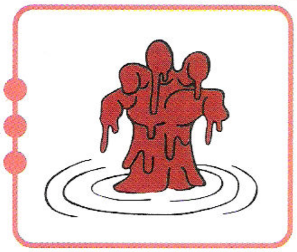


Statistics	
HP	50
MP	3
Attack	55
Defense	16
Agility	39
Experience	29
Gold	42
Item Dropped	Wizard Ring
Special Ability	Call for Help

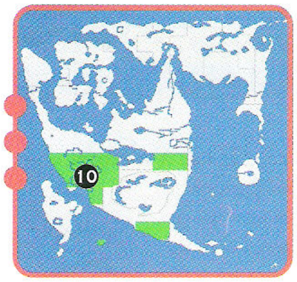


Who knows where the rest of this creature is hiding. These disgusting hands fight in large groups and can call on allies when their ranks are thin. Using magic can wipe them out quickly, but they have a strong resistance to most spells. Take your time and be ready for a long battle and keep in mind that the more Goopis you destroy, the more experience you gain.

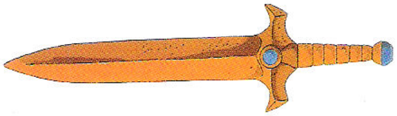
GRAGOOPI



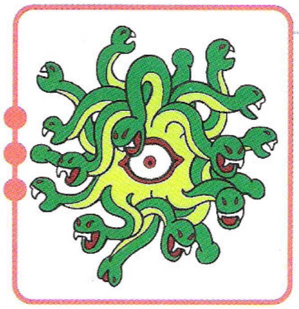
Statistics	
HP	60
MP	0
Attack	65
Defense	24
Agility	49
Experience	48
Gold	30
Item Dropped	Copper Sword
Special Abilities	Flee, Call for Help, Concentrated Attack



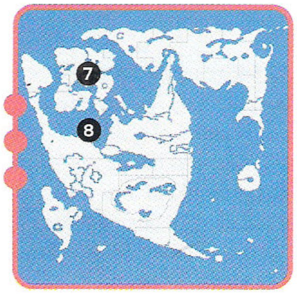
One of these creatures is no problem, but once it calls in a horde of icky allies, the battle can quickly turn in its favor. Use powerful attack spells to dry the Gragoopi up and wipe them out, but be ready for some of your spells to miss their marks.



GORGON

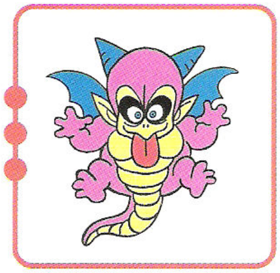


Statistics	
HP	26
MP	4
Attack	30
Defense	99
Agility	30
Experience	50
Gold	62
Item Dropped	Repellent
Special Ability	Surround

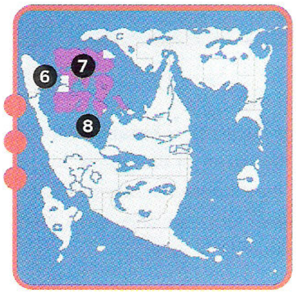


These creeps are tough. Most of your attacks will only cause about half of their normal damage. You can cut into Gorgon's defense with the Defense spell and then quickly dispatch it with physical attacks.

GREMLIN

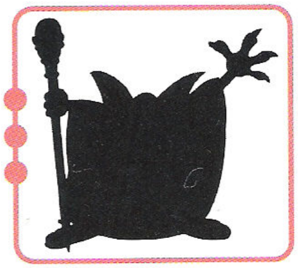


Statistics	
HP	60
MP	4
Attack	57
Defense	20
Agility	30
Experience	52
Gold	47
Item Dropped	Warp Wing
Special Abilities	Sleep, Heal, Fire Breath, Flee

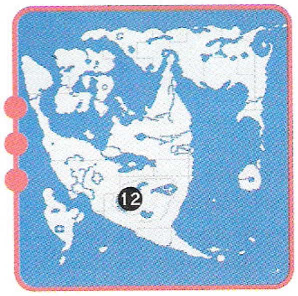


One of these nasty little guys is a serious threat and several of them at once are lethal. Use your strongest attack spells in combination with physical attacks to quickly eliminate them before they can eliminate you.

HARGON

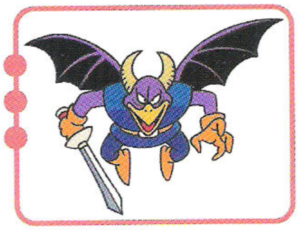


STATISTICS	
HP	460
MP	255
Attack	177
Defense	165
Agility	150
Experience	0
Gold	0
Item Dropped	None
Special Abilities	Explodet, Double Attack, Sweet Breath, Flame, HealMore

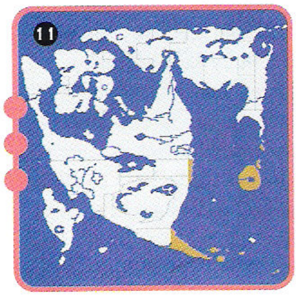


Most often Hargon either casts Explodet or attacks one character twice in a row. You can protect the party against his physical attacks by using Increase several times. He'll still cause a lot of damage to whomever he attacks, so you need to be ready to heal everyone right away. Most spells are worthless against Hargon. StopSpell can work, but rarely. Just keep everyone healthy and hit him with your best shots. When he gets low on energy, he'll begin using HealMore. Don't hold back at this point. Hit him hard and fast to finish him off.

HAWKMAN (HAWK MAN)

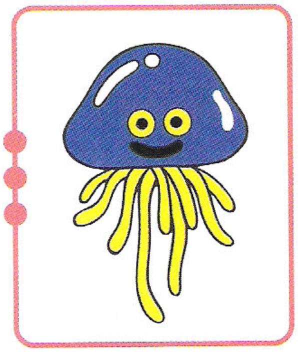


STATISTICS	
HP	60
MP	6
Attack	75
Defense	27
Agility	41
Experience	64
Gold	45
Item Dropped	DvlTail
Special Abilities	Heal, Flee

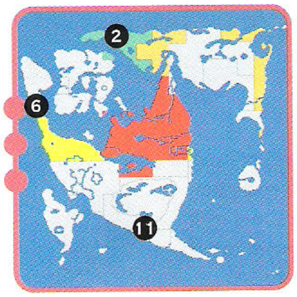


The fearsome flying assault of a HawkMan can cause severe damage to a warrior. These creatures aren't particularly tough, but they are strong. Don't let them hang out in battle, or they'll really punish the Princess and the Prince. They sometimes drop the Dvl Tail, which can be sold for a fair amount of gold. This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.

HEALER

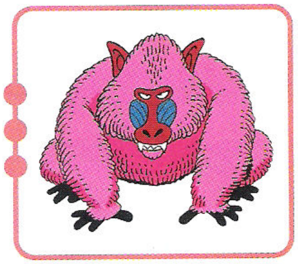


STATISTICS	
HP	25
MP	20
Attack	15
Defense	10
Agility	20
Experience	15
Gold	5
Item Dropped	SlotToken
Special Ability	Heal

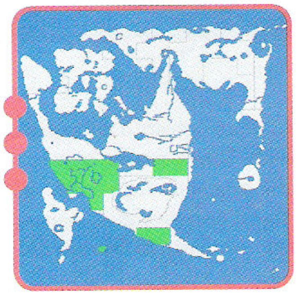


This evolved form of slime now knows how to use the Heal spell. It isn't much of a threat on its own, but it can heal more dangerous allies to lengthen battles. Eliminate Healers first to save yourself some headaches.

HIBABANGO

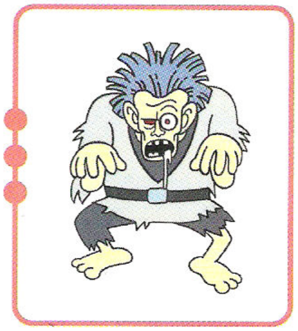


STATISTICS	
HP	60
MP	3
Attack	74
Defense	29
Agility	52
Experience	81
Gold	83
Item Dropped	Chain Mail
Special Abilities	Surround, Defense, Brutal Hit

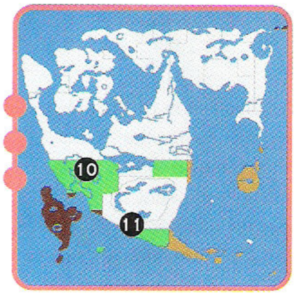


This magical monkey likes to lower your defenses using the Defense spell and then hit you with its powerful arms. You can put these overgrown apes to sleep to make them easier to deal with. Attack spells are also effective.

HORK

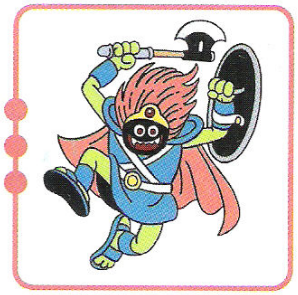


STATISTICS	
HP	90
MP	0
Attack	51
Defense	2
Agility	20
Experience	61
Gold	51
Item Dropped	Wizard Ring
Special Abilities	Poison Attack, Sweet Breath, Concentrated Attack

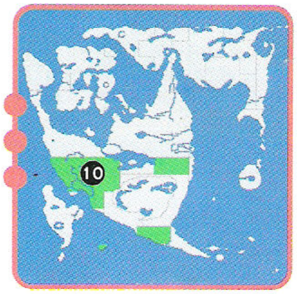


This creature can be a real pain because it uses its Sweet Breath and Poison Attack to inflict negative statuses on your characters. It has average power, but almost no defense. Physical attacks work just fine.

HUNTER

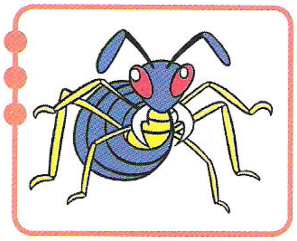


STATISTICS	
HP	65
MP	0
Attack	82
Defense	25
Agility	57
Experience	77
Gold	97
Item Dropped	Spear
Special Ability	Flee

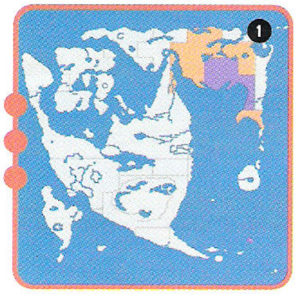


These fierce fighters are tough enemies. Their powerful attacks can be overwhelming when you are faced with several of them at a time. Use Sleep or Surround to give you an edge and then put them away with attack spells.

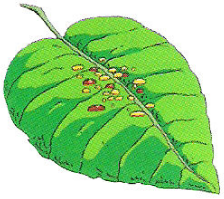
IRONANT (IRON ANT)



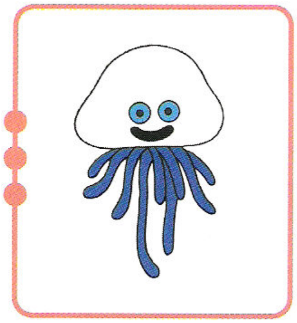
STATISTICS	
HP	5
MP	0
Attack	11
Defense	13
Agility	4
Experience	2
Gold	4
Item Dropped	Herb
Special Ability	None



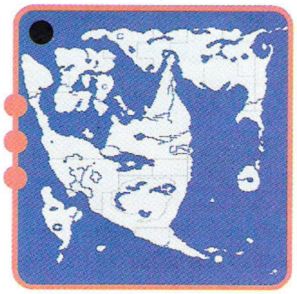
Although these aren't tough enemies, they can be rather dangerous in large groups, never more so than when your hero is still wandering around by himself.



JELLYFISH

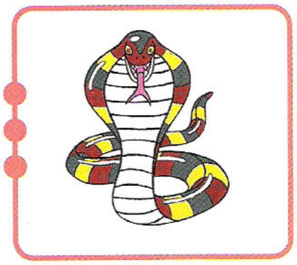


STATISTICS	
HP	20
MP	0
Attack	28
Defense	16
Agility	12
Experience	25
Gold	50
Item Dropped	Warp Wing
Special Ability	Sleep Attack

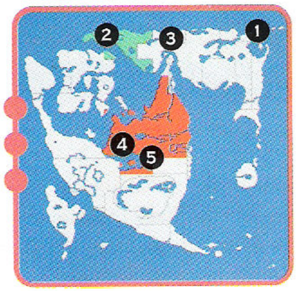


This aquatic creature likes to fight side by side with other creatures. It isn't particularly dangerous, but its attack can render an opponent unconscious. Use Infernos to quickly eliminate large groups of them. This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.

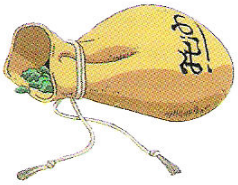
KINGCOBRA (KING COBRA)



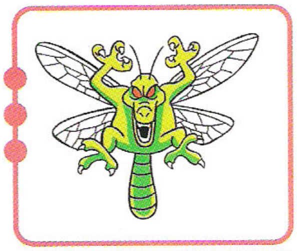
STATISTICS	
HP	14
MP	0
Attack	22
Defense	10
Agility	11
Experience	9
Gold	9
Item Dropped	Antidote
Special Ability	Poison Attack



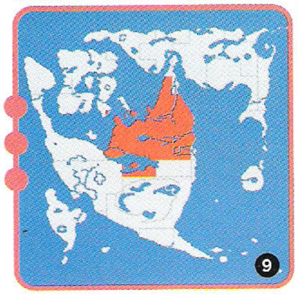
This is one of the first poisonous creatures you'll encounter. Defeat it quickly, or risk being poisoned. Make sure you have an Antidote handy just in case.



LIZARDFLY (LIZARD FLY)

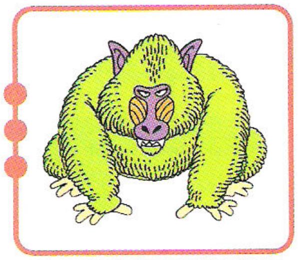


STATISTICS	
HP	15
MP	4
Attack	20
Defense	10
Agility	16
Experience	27
Gold	20
Item Dropped	SlotToken
Special Ability	Firebal

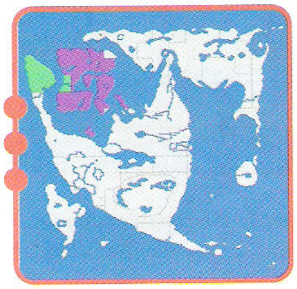


Fighting one of these flying reptiles isn't difficult, but facing a whole horde is another story. It likes to attack with the Firebal spell, which makes it very dangerous if it isn't eliminated quickly. Infernos works well against it, but so do regular physical attacks. This monster lives in the waters surrounding Zahan.

MAGABBOON

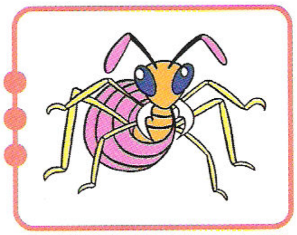


STATISTICS	
HP	38
MP	0
Attack	45
Defense	12
Agility	18
Experience	40
Gold	45
Item Dropped	Herb
Special Abilities	Flee, Call for Help

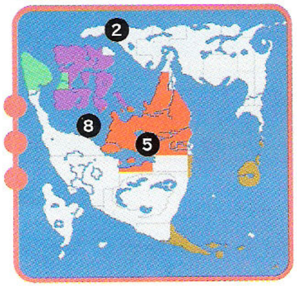


Generally speaking, Magabboons aren't all that bad to fight. The problem is that they almost always call for more of their kind to help out. Getting ganged up on by a bunch of green apes is no picnic. Use attack spells to quickly eliminate all Magabboons in sight, so they can't call for reinforcements.

MAGICANT (MAGIC ANT)

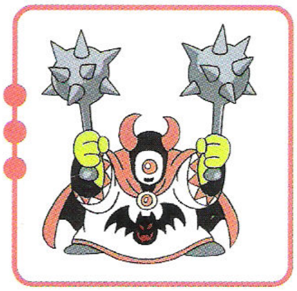


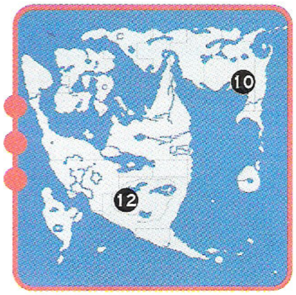
STATISTICS	
HP	14
MP	6
Attack	18
Defense	13
Agility	18
Experience	18
Gold	8
Item Dropped	SlotToken
Special Abilities	Sleep, Concentrated Attack



You can count on these monsters to cast Sleep in every battle. They're weak, so defeating them isn't difficult unless your party is low on HP. Use Infernos to quickly put an end to them, or just rely on your physical attacks.

MAGUS

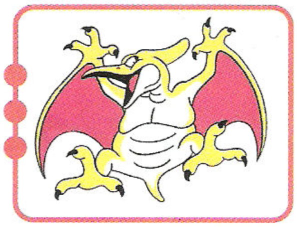


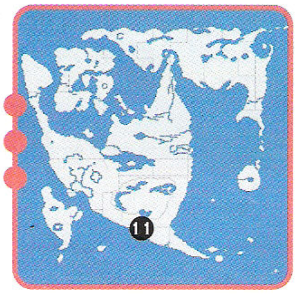


STATISTICS	
HP	180
MP	44
Attack	110
Defense	70
Agility	120
Experience	734
Gold	170
Item Dropped	Bolt Staff
Special Abilities	Revive, Explodet, Defense, Increase

These are Hargon's most loyal followers. They're armed to the hilt with the lethal Explodet spell and, worse yet, they can revive fallen comrades. You can use StopSpell to seal their magic, but it doesn't always work. It's better to focus on quickly eliminating them with super strong physical attacks.

MAGVAMPRS (MAG VAMPIRUS)

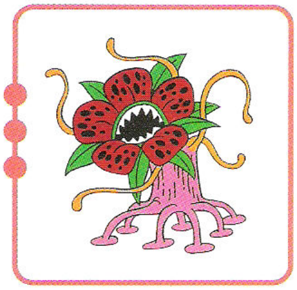


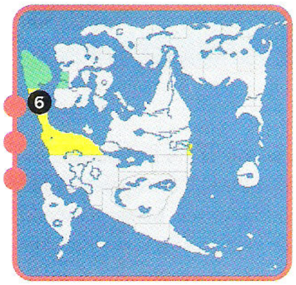


STATISTICS	
HP	82
MP	25
Attack	77
Defense	47
Agility	79
Experience	182
Gold	103
Item Dropped	Magic Helmet
Special Abilities	Defense, Sleep, Fire Breath

Expect an all-out magical assault when these beasts are around. The worst these monsters can do is put your party to sleep and then cook them with Fire Breath. Avoid this by casting both Sleep and Surround. Attack spells are nearly worthless against them, so you'll have to use physical attacks.

MANEATER (MAN EATER)

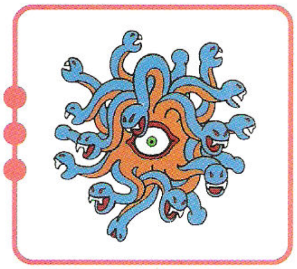


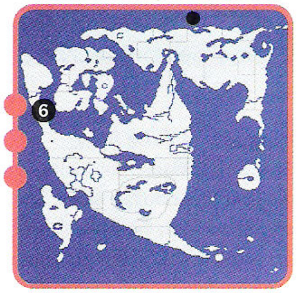


STATISTICS	
HP	32
MP	0
Attack	32
Defense	11
Agility	12
Experience	29
Gold	31
Item Dropped	SlotToken
Special Ability	Sweet Breath

As soon as the battle begins, you can expect this plant creature to use its Sweet Breath to try to put your party to sleep. Quickly attack it, especially when it's grouped with other creatures, to avoid having your party left in such a vulnerable state.

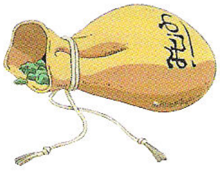
MEDUSAEYE (MEDUSA EYE)



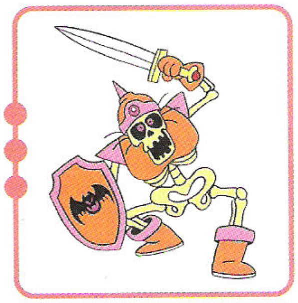


STATISTICS	
HP	42
MP	4
Attack	35
Defense	13
Agility	22
Experience	36
Gold	29
Item Dropped	Antidote
Special Abilities	Sleep, Defense

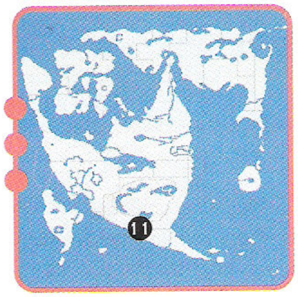
These creatures have a weak offense, but they can use Sleep and Defense to weaken your party. Use StopSpell against them to cancel out their magic and they'll be easy to defeat. This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.



MEGANITE (MEGA KNIGHT)

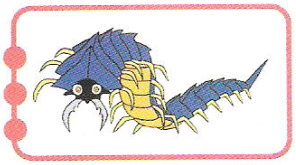


STATISTICS	
HP	72
MP	4
Attack	83
Defense	28
Agility	53
Experience	115
Gold	80
Item Dropped	Evil Shield
Special Ability	Defense

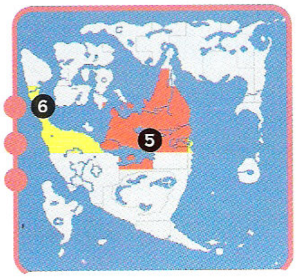


These skeletal warriors are extremely dangerous in groups. They like to cast Defense and can quickly send your party's defense all the way down to zero. This is particularly bad if they're paired up with a creature that can put your party to sleep, as well. Quickly eliminate any MegaNites you face using either extremely powerful physical attacks or powerful spells such as Firebane or Explodet.

MEGAPEDE (MEGA PEDE)

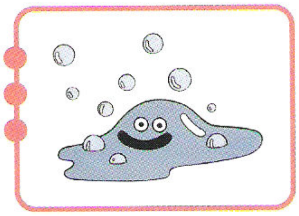


STATISTICS	
HP	20
MP	0
Attack	39
Defense	110
Agility	13
Experience	33
Gold	25
Item Dropped	Leather Shield
Special Abilities	Poison Attack, Brutal Hit, Flee

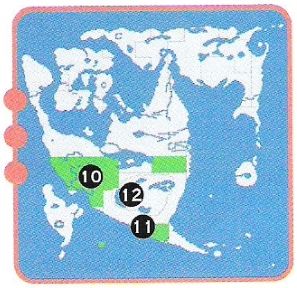


The thick exoskeleton on this enemy allows it to absorb a lot of damage. It's so strong that most attacks are cut in half. Use attack spells to cause greater amounts of damage to them with less work.

METABBLE

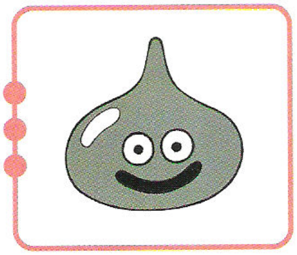


STATISTICS	
HP	5
MP	30
Attack	75
Defense	255
Agility	200
Experience	10,150
Gold	255
Item Dropped	Magic Helmet
Special Abilities	Firebal, Flee

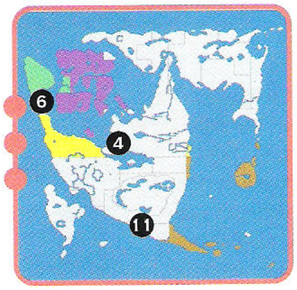


These little guys are the ultimate source of experience, but they're extremely difficult to beat. Spells are worthless against them and they tend to run at the first sign of trouble. Use physical attacks and, if you really want to have an advantage, equip both yourself and the Prince with the Falcon Sword so that you can attack twice each turn.

METALY

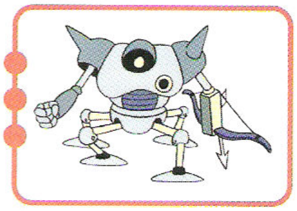


STATISTICS	
HP	5
MP	30
Attack	37
Defense	255
Agility	100
Experience	1,015
Gold	90
Item Dropped	Iron Helmet
Special Abilities	Firebal, Flee

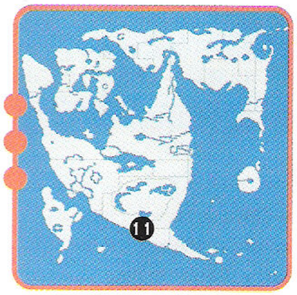


This slime has evolved to the point where its skin is like metal. It's very hard to destroy, because its defenses are so high, it's completely resistant to magic, and it tends to flee from battle quickly. Use physical attacks to knock it out and consider bringing along a Falcon Sword to give yourself an edge.

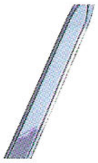
MTLHUNTER (METAL HUNTER)



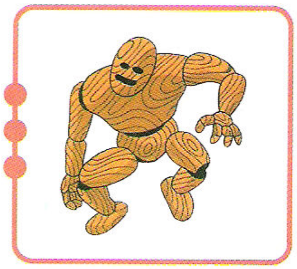
STATISTICS	
HP	70
MP	0
Attack	55
Defense	95
Agility	61
Experience	125
Gold	150
Item Dropped	Steel Sword
Special Abilities	Double Attack, Brutal Hit



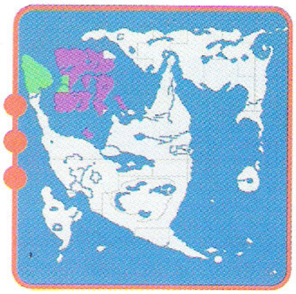
Even one of these enemies can be a serious threat. It has a strong defense and a fierce Double Attack. Use Defense and Surround against it to make the battle easier.



MUDDOLL (MUD DOLL)

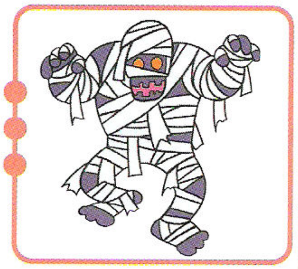


STATISTICS	
HP	28
MP	0
Attack	30
Defense	9
Agility	22
Experience	32
Gold	35
Item Dropped	Repellent
Special Ability	Magic Dance

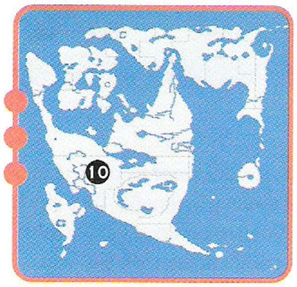


You'll want to eliminate these beasts quickly before they can drain the Prince and the Princess of their MP. Use Sleep to knock them out temporarily and then follow up with physical attacks.

MUMMY

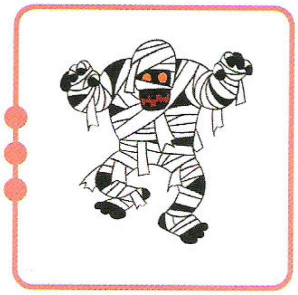


STATISTICS	
HP	75
MP	0
Attack	70
Defense	26
Agility	32
Experience	62
Gold	60
Item Dropped	Cloth Armor
Special Abilities	Sleep Attack, Concentrated Attack, Flee

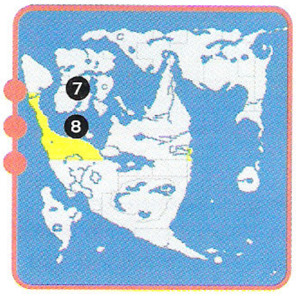


Use Surround to confound this nasty beast and then peck away at it with physical attacks and attack spells before it can put your party to sleep.

MUMMYMAN (MUMMY MAN)

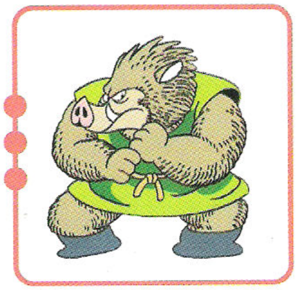


STATISTICS	
HP	46
MP	0
Attack	58
Defense	2
Agility	1
Experience	44
Gold	40
Item Dropped	Cloth Armor
Special Ability	Concentrated Attack

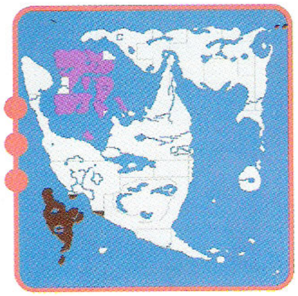


This creature may have a strong attack, but it has no defense. Regular physical attacks are all you really need to put one of these mummified menaces away forever.

ORC

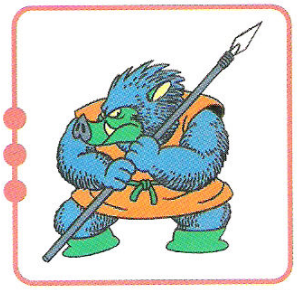


STATISTICS	
HP	60
MP	0
Attack	75
Defense	23
Agility	36
Experience	61
Gold	50
Item Dropped	Spear
Special Ability	Flee

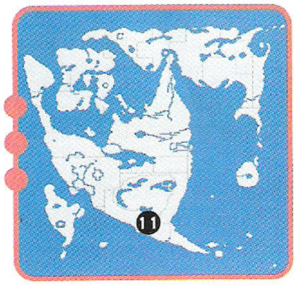


Try casting Surround on these enemies and you'll be surprised at just how easy the battle becomes. You don't need any special tricks here—good, old-fashioned physical attacks will work wonders.

ORCKING (ORC KING)

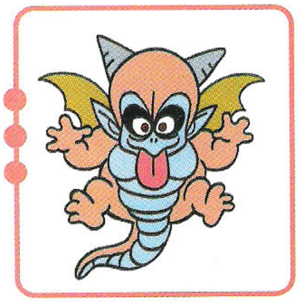


STATISTICS	
HP	110
MP	15
Attack	99
Defense	80
Agility	60
Experience	204
Gold	181
Item Dropped	SlotToken
Special Ability	HealMore

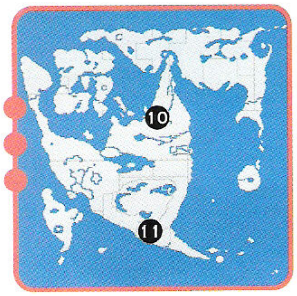


This monster's most annoying trait is that it can cast HealMore and does so regularly. It can either cast it on itself or on its companions, which really lengthens some battles. You can use either StopSpell or Sleep to keep it from using its spell.

OZWARG

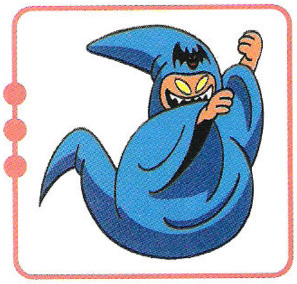


STATISTICS	
HP	69
MP	30
Attack	80
Defense	41
Agility	57
Experience	159
Gold	121
Item Dropped	DvlTail
Special Abilities	HealMore, Firebane, StopSpell, Fire Breath, Call for Help

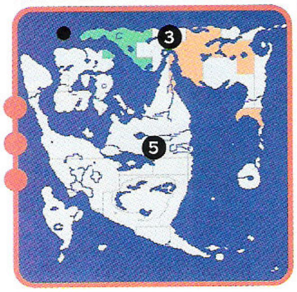


These nasty enemies have an incredible arsenal of spells and attacks at their disposal. They're an extremely dangerous enemy alone, but are especially lethal in groups. Use Sleep to assist you in defeating them.

PHANTOM

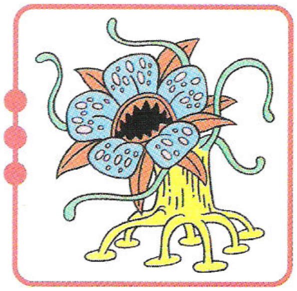


STATISTICS	
HP	12
MP	0
Attack	18
Defense	10
Agility	8
Experience	6
Gold	6
Item Dropped	Cloth Armor
Special Ability	None

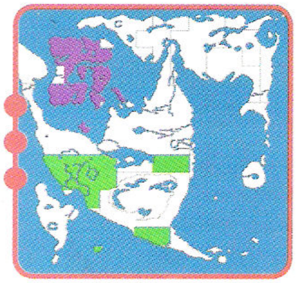


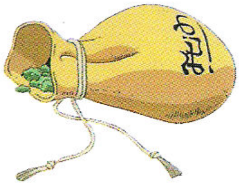
This is the strongest creature you'll encounter in the beginning battles of the game. It dodges attacks fairly easily, but it can't hide from attack spells. This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.

POISNLILY (POISON LILY)



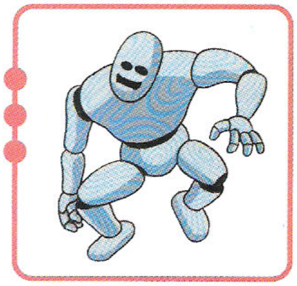
STATISTICS	
HP	46
MP	0
Attack	45
Defense	18
Agility	23
Experience	31
Gold	25
Item Dropped	Antidote
Special Abilities	Poison Attack, Poison Breath



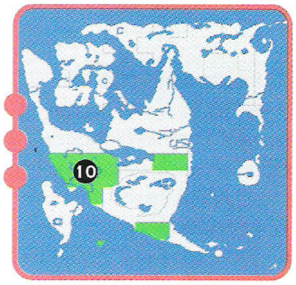


This monster has two ways to ruin your day with poison. Use attack spells to eliminate it before it can poison your party and be sure to have an Antidote ready just in case.

PUPPETMAN (PUPPET MAN)

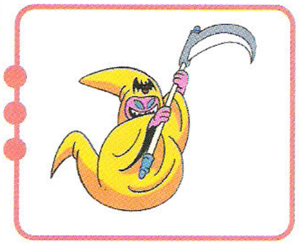


STATISTICS	
HP	60
MP	2
Attack	64
Defense	24
Agility	70
Experience	52
Gold	100
Item Dropped	Wizard Ring
Special Abilities	Increase, Magic Dance

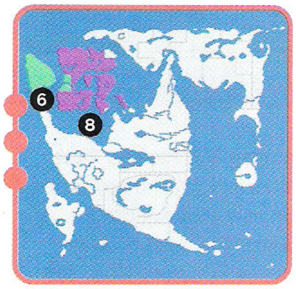


Watch out for these guys. They aren't all that strong, but they are nearly invulnerable to magic. Use physical attacks against them and the battle shouldn't be too tough. If they begin casting Increase, use Defense to counter it.

REAPER

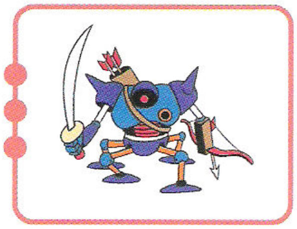


STATISTICS	
HP	40
MP	0
Attack	51
Defense	16
Agility	31
Experience	44
Gold	50
Item Dropped	Sickle
Special Abilities	Double Attack, Brutal Hit, Concentrated Attack

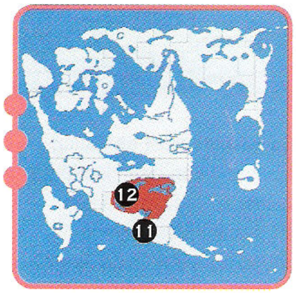


These guys are extremely tough due to their powerful array of physical attacks, and the fact that they almost always attack in groups. Use powerful attack magic and Surround to even the odds a bit.

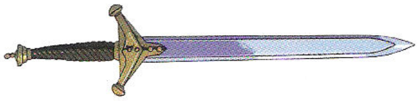
ROBOSTER



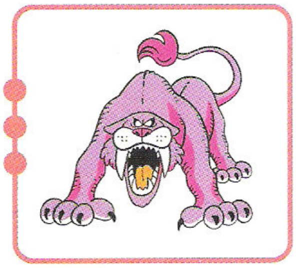
STATISTICS	
HP	90
MP	0
Attack	115
Defense	150
Agility	80
Experience	554
Gold	120
Item Dropped	Steel Sword
Special Abilities	Double Attack, Brutal Hit



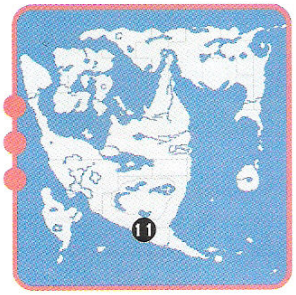
These guys are extremely powerful and very deadly. Use Surround on them immediately to reduce their ability to hit your party. In large battles, be sure to target them before challenging other opponents. Be especially wary of them when they're combined with an enemy that uses the Defense spell.



SABERLION (SABER LION)

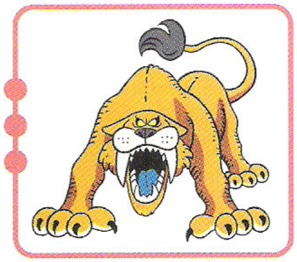


Statistics	
HP	80
MP	0
Attack	95
Defense	76
Agility	71
Experience	128
Gold	55
Item Dropped	Spear
Special Ability	Concentrated Attack

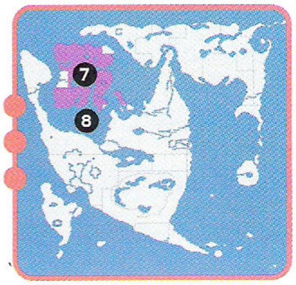


With their well-rounded stats, these are formidable opponents. Use Surround to throw off their aim and then punish them with physical attacks.

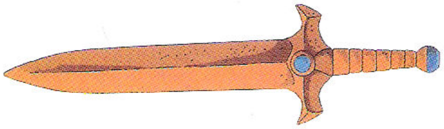
SABERTGER (SABER TIGER)



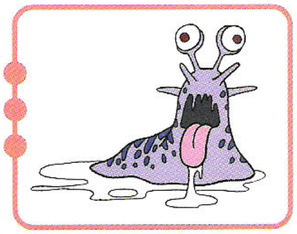
Statistics	
HP	25
MP	0
Attack	70
Defense	20
Agility	42
Experience	45
Gold	55
Item Dropped	Copper Sword
Special Abilities	Double Attack, Brutal Hit



These cats have powerful attacks, but they don't have much health and their defenses are weak against most attacks. Use Surround and Sleep to assist you in defeating more than one of them.

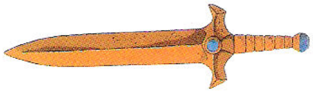


SEASLUG (SEA SLUG)

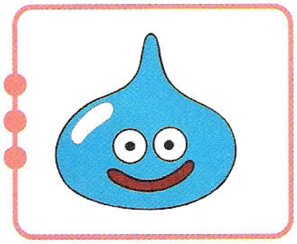


Statistics	
HP	32
MP	0
Attack	38
Defense	11
Agility	16
Experience	34
Gold	80
Item Dropped	Copper Sword
Special Abilities	Sweet Breath, Flee

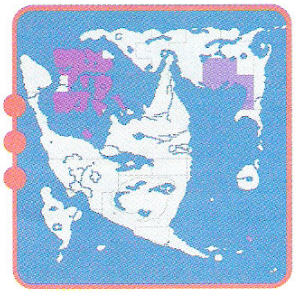
The only rough spot in battling these creatures is when they use their Sweet Breath to put your party to sleep. Fortunately, their attacks aren't strong and they usually don't fight alongside anything tougher than a MedusaEye. Magic is pretty worthless on these creeps, so stick to physical attacks. This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.



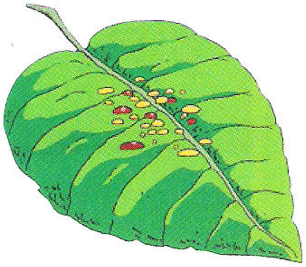
SLIME



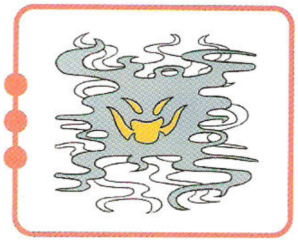
Statistics	
HP	5
MP	0
Attack	7
Defense	5
Agility	2
Experience	1
Gold	2
Item Dropped	Herb
Special Ability	Flee



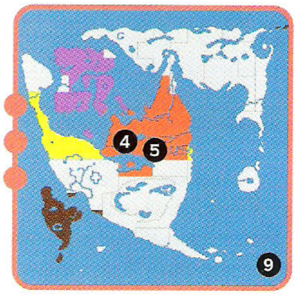
You'll cut your teeth on these slime balls around Lorasia Castle at the beginning of the game.



SMOKE

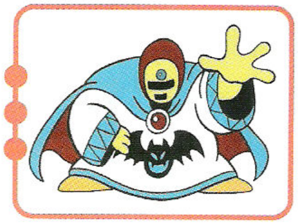


STATISTICS	
HP	15
MP	3
Attack	14
Defense	40
Agility	15
Experience	18
Gold	40
Item Dropped	Cloth Armor
Special Ability	StopSpell

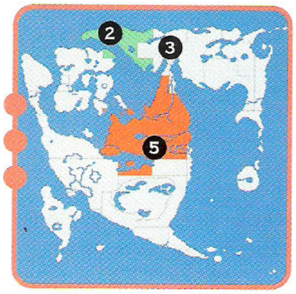


This ghastly puff of gray smoke is very hard to hit. Physical attacks aren't very effective, but they're better than attack spells. You can put these creatures to sleep fairly easily though, to make things a bit easier. This monster lives in the waters surrounding Zahan.

SORCERER

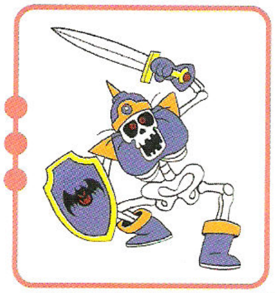


STATISTICS	
HP	15
MP	5
Attack	17
Defense	11
Agility	11
Experience	10
Gold	10
Item Dropped	Wooden Cane
Special Abilities	Firebal, Flee

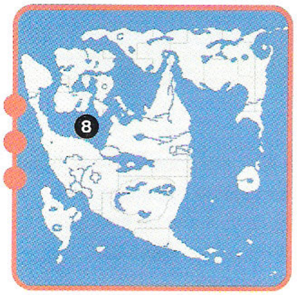


When you first meet these spell casters, their Firebal spells are a real threat. Try to eliminate them quickly. With some experience you can use StopSpell on them if you choose.

UNDEAD

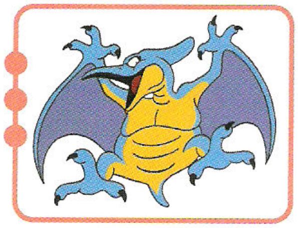


STATISTICS	
HP	65
MP	0
Attack	63
Defense	17
Agility	33
Experience	45
Gold	82
Item Dropped	SlotToken
Special Ability	Concentrated Attack

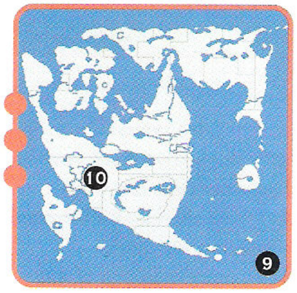


Cast Surround on this enemy to reduce its effectiveness in combat and you shouldn't have too many problems. Just be ready to heal your party if the Undead gets in a lucky shot.

VAMPIRUS

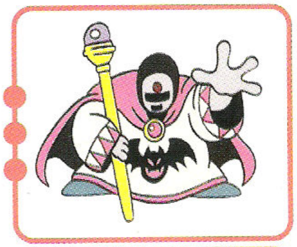


STATISTICS	
HP	57
MP	0
Attack	75
Defense	25
Agility	48
Experience	95
Gold	83
Item Dropped	Warp Wing
Special Abilities	Double Attack, Call for Help

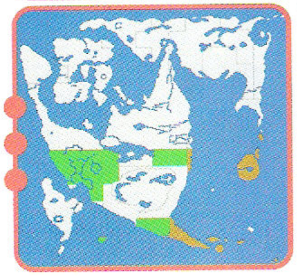


These guys can attack in large groups and can always call for more help. Their speed and Double Attacks are the real threat. Attack spells are very effective, so try using Infernos or a stronger spell to show them who's boss. This monster lives in the waters surrounding Zahan.

WARLOCK

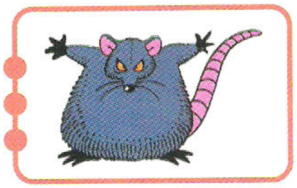


Statistics	
HP	55
MP	20
Attack	61
Defense	28
Agility	43
Experience	72
Gold	110
Item Dropped	Evade Cloak
Special Abilities	Firebane, StopSpell, Increase, Flee

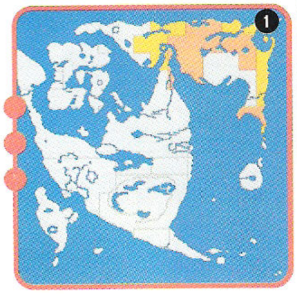


Watch out for this monster's Firebane spell. With only a couple of casts it can put your party in dire straits. When Warlocks are mixed in with other monsters, attack the Warlocks immediately. Fortunately, they don't have much health and their defenses are weak.

WILDMOUSE (WILD MOUSE)

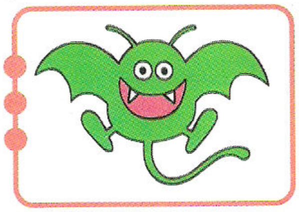


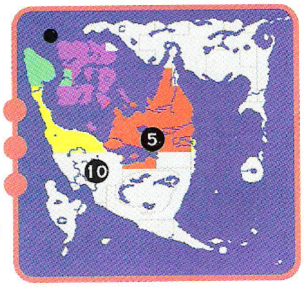
Statistics	
HP	10
MP	0
Attack	14
Defense	11
Agility	8
Experience	5
Gold	5
Item Dropped	Herb
Special Ability	Flee



These creatures are really only a threat when they attack in large groups. Once you have some decent attack spells at your disposal you'll find them easy to deal with.

WIZDRACKY

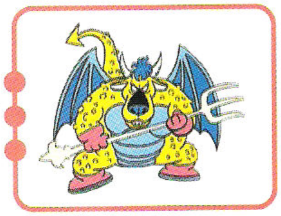




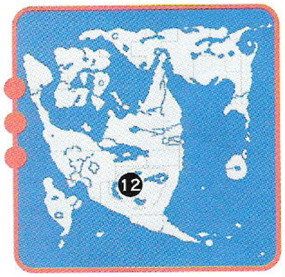
This magical version of the Dracky can lower your party's defense. Even so, the WizDracky still can't cause your characters much damage. You really only need to worry about them when they're paired with stronger characters. Use attack spells to quickly deal with large groups of these.This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.

Statistics	
HP	12
MP	4
Attack	14
Defense	10
Agility	14
Experience	12
Gold	10
Item Dropped	Club
Special Ability	Defense

ZARLOX

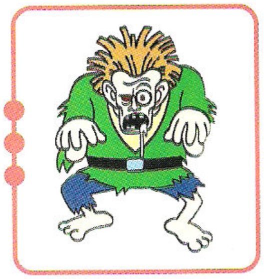


Statistics	
HP	320
MP	240
Attack	176
Defense	180
Agility	120
Experience	4,750
Gold	255
Item Dropped	Bolt Staff
Special Abilities	HealAll, Explodet, Flame, Double Attack

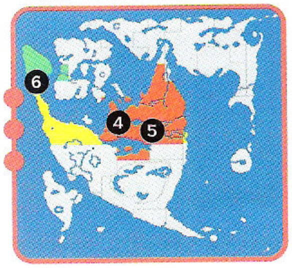


The Zarlox has a super strong attack and defense, which can quickly decimate even the most seasoned warriors. Take advantage of your Increase spell to quickly boost your party's defense. You can attempt to use Defense to lower Zarlox's defensive power, but it rarely works, so it's better to focus on physical attacks. Keep a close eye on everyone's HP. If anyone drops below 100, quickly restore the character to full health.

ZOMBIE



Statistics	
HP	60
MP	3
Attack	25
Defense	7
Agility	12
Experience	40
Gold	25
Item Dropped	Leathr Armor
Special Abilities	Surround, Gaurd, Concentrated Attack

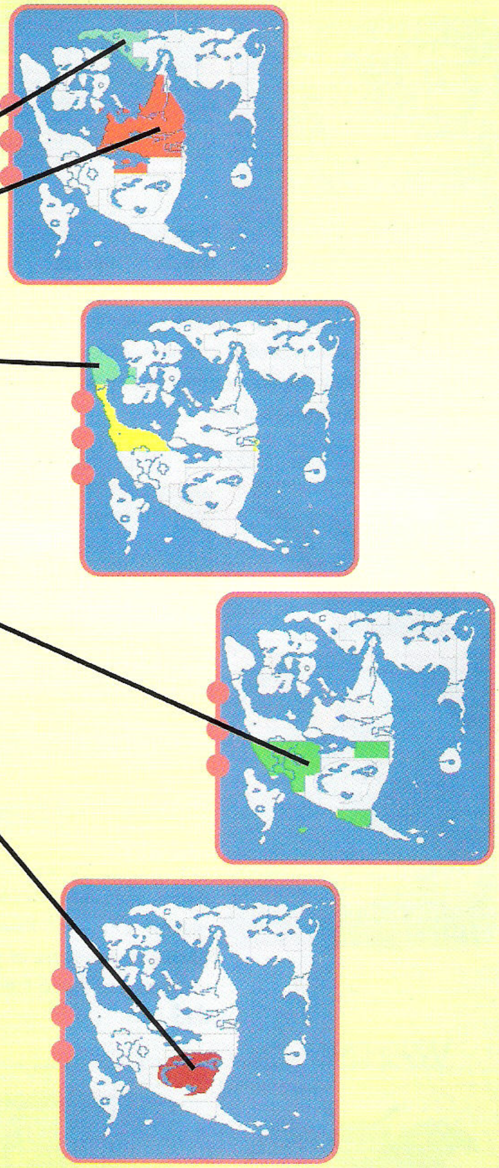


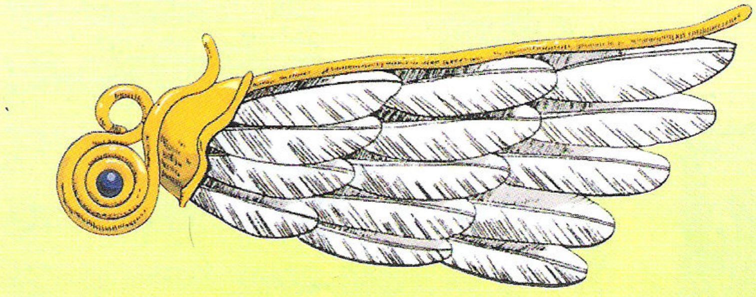
The walking dead have a lot of health, but practically no defense. Use Surround to throw off their attacks, and then pound away at them with your weapons.

The shaded areas on the bestiary maps show where you can encounter a particular monster. For the specific names of the locations shaded, refer to the World Maps on the inside front and back covers of this guide. The color the area is shaded indicates the target level your character should be at to have a fighting chance against that monster. Refer to the table below to see what color relates to which target levels. Note that the target level indicates the level at which your characters will have a chance to defeat that monster in that area, but it does not guarantee a victory.

A black circle with a number in it indicates that a monster appears in a dungeon only. However, if a monster's World Map shows a black circle in a color-shaded area, your character can encounter the monster both within the dungeon and in the area surrounding it. The callout number within the black circle corresponds to the target level in the table below that explains at what level your characters will have a chance to defeat the monster.

Color/Number	Target Level(s)
🟪	1~3
🟧	3~4
🟨	4~5
🟩	6~7
🟥	9~10
🟨	12~13
🟩	14~15
🟦	15~16
🟪	16
🟫	18~19
🟧	20~21
🟩	21~22
🟥	27~30
❶	5~6
❷	7
❸	8
❹	10
❺	11
❻	13~14
❼	16~17
❽	17~18
❾	19~20
❿	22~23
⓫	24~26
⓬	31~33





DRAGON WARRIOR I EXPERIENCE TABLES

NOTE

Example: If you name your character HERO, you would get the following point values for each letter:

H = 1
E = 14
R = 11
O = 8

The total points for the name HERO are 34. Take 34 and divide it by 16. The result is 2.2. Using the remainder of 2, refer to Table 2 and you can see that the character's strength and HP will follow the B path on the experience table, while the character's agility, guard, and MP will follow the A path.

You can also see that the character's initial HP is 16, MP is 4, strength is 6, agility is 6, and guard is 3.

In *Dragon Warrior I* your character's stats are determined by the name you choose. Below are tables that will help you determine points for each letter in your character's name. Following the instructions in the next paragraph, you will determine your character's destiny.

Use Table 1 to convert each letter of your character's name into numbers. Then, add all the point values assigned each letter together. Divide the sum by 16. Match the remainder to Table 2. The column matching that number is the hero's ability. Note that if the name has less than 3 characters, the remainder is automatically 15. Your character's abilities will be mixed between the A and B columns. Therefore, one name may give your character superior strength, agility, and guard, while another name may give you superior HP, MP, and strength. Choose your name wisely, as it will have a direct impact on your character during combat.

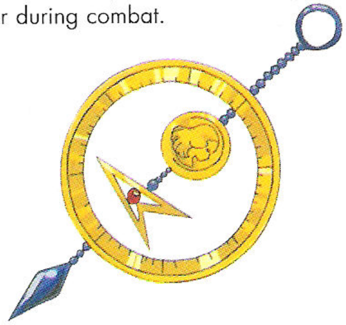


TABLE 1

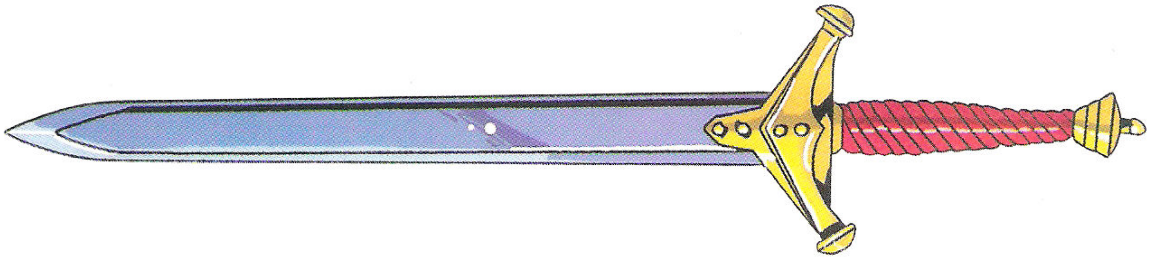
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
W	X	Y	Z	a	b	c	d	e	f	g	h	i	j	k	l
m	n	o	p	q	r	s	t	u	v	w	x	y	z	;	..
.	—	—	—	—	—	—	¿	!	—	—	—	—	'	,	.

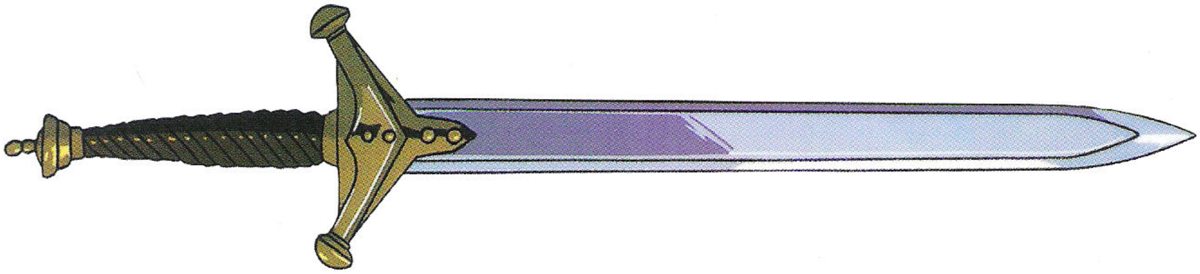
TABLE 2

REMAINDERS		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
STRENGTH	Growth Type	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
	Initial Value	6	7	6	7	6	7	6	7	6	7	6	7	6	7	6	7
AGILITY	Growth Type	B	B	A	A	B	B	A	A	B	B	A	A	B	B	A	A
	Initial Value	6	5	6	5	6	5	6	5	6	5	6	5	6	5	6	5
GUARD	Growth Type	B	B	A	A	B	B	A	A	B	B	A	A	B	B	A	A
	Initial Value	3	2	3	2	3	2	3	2	3	2	3	2	3	2	3	2
HP	Growth Type	A	A	B	B	A	A	B	B	A	A	B	B	A	A	B	B
	Initial Value	15	15	16	16	15	15	13	13	15	15	14	14	15	15	15	15
MP	Growth Type	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B
	Initial Value	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

TABLE 3

Level	Experience Points	Strength		Agility		Guard		HP		MP	
		A	B	A	B	A	B	A	B	A	B
1	—	—	—	—	—	—	—	—	—	—	—
2	7	2	2	0	0	0	0	7	6	0	0
3	23	4	4	2	2	1	1	9	8	4	4
4	47	5	5	4	4	2	2	16	14	11	10
5	110	9	8	6	6	3	3	20	18	15	14
6	220	13	12	6	6	3	3	23	22	19	17
7	450	18	17	13	12	6	6	25	23	21	19
8	800	22	20	16	15	8	7	31	28	24	22
9	1300	26	24	18	16	9	8	35	32	31	28
10	2000	31	28	27	24	13	12	39	35	35	32
11	2900	36	33	31	28	15	14	47	42	45	41
12	4000	44	40	36	33	18	17	48	43	53	48
13	5500	48	43	44	40	22	20	55	50	59	53
14	7500	56	51	51	46	25	23	63	57	65	59
15	10000	64	58	60	54	30	27	71	64	67	60
16	13000	68	61	66	60	33	30	77	69	90	81
17	17000	68	61	74	67	37	33	85	77	95	86
18	21000	81	73	80	72	40	36	100	90	103	93
19	25000	83	75	82	74	41	37	115	104	110	99
20	29000	88	79	84	76	42	38	123	111	123	111
21	33000	91	82	86	78	43	39	134	121	130	118
22	37000	93	84	86	78	43	39	143	129	139	128
23	41000	95	86	90	81	45	41	150	135	146	134
24	45000	99	89	94	85	47	43	155	140	154	141
25	49000	109	98	96	87	48	44	159	143	154	141
26	53000	113	101	101	91	50	46	165	149	161	148
27	57000	121	108	103	93	51	47	174	157	168	154
28	61000	126	113	111	100	55	50	180	162	173	159
29	65000	131	117	116	105	58	52	185	167	183	168
30	65535	136	122	122	114	63	57	195	177	193	178





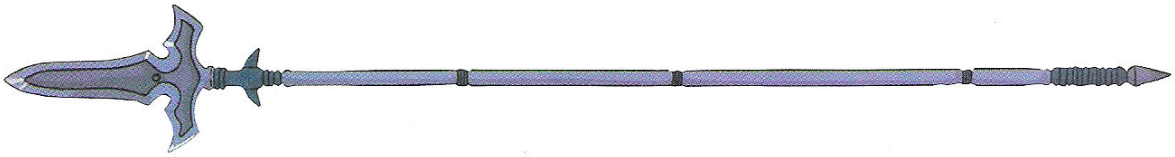
The following tables will show you how your characters will grow in *Dragon Warrior II*. Follow these experience tables to get a better idea of what your characters will be like at later levels.

PRINCE OF LORASIA EXPERIENCE TABLE

LEVEL	EXPERIENCE	STRENGTH	AGILITY	GUARD	HP
1	0	5	4	2	28
2	12	7	5	3	37
3	32	12	7	4	40
4	72	17	7	4	48
5	140	18	12	6	52
6	280	20	18	9	55
7	560	29	21	10	56
8	1000	30	24	11	58
9	1800	33	24	11	58
10	2800	36	28	13	60
11	3900	41	30	15	62
12	5300	44	33	16	63
13	7600	49	37	18	64
14	10000	53	37	18	65
15	13000	55	41	20	68
16	17000	58	47	23	70
17	21000	61	49	24	75
18	26000	66	49	24	78
19	32000	69	52	25	82
20	40000	75	56	27	95
21	50000	81	59	28	101
22	62000	87	65	31	110
23	75000	91	66	31	119
24	90000	94	70	33	125
25	107000	99	70	33	134
26	127000	103	73	34	142
27	150000	107	79	37	151
28	175000	112	82	38	161
29	200000	116	86	40	168
30	230000	121	88	42	171
31	260000	127	90	43	176
32	290000	130	91	44	178
33	320000	131	91	44	186
34	350000	133	93	45	188
35	380000	134	95	46	190
36	410000	136	96	47	195
37	440000	138	98	48	198
38	470000	141	100	49	199
39	500000	142	102	50	203
40	530000	143	105	51	204
41	570000	145	107	52	208
42	620000	145	109	53	209
43	670000	149	110	54	213
44	720000	150	112	55	213
45	770000	150	115	58	218
46	820000	151	120	60	219
47	870000	152	123	61	220
48	920000	155	130	64	227
49	970000	156	132	65	233
50	1000000	160	140	73	238

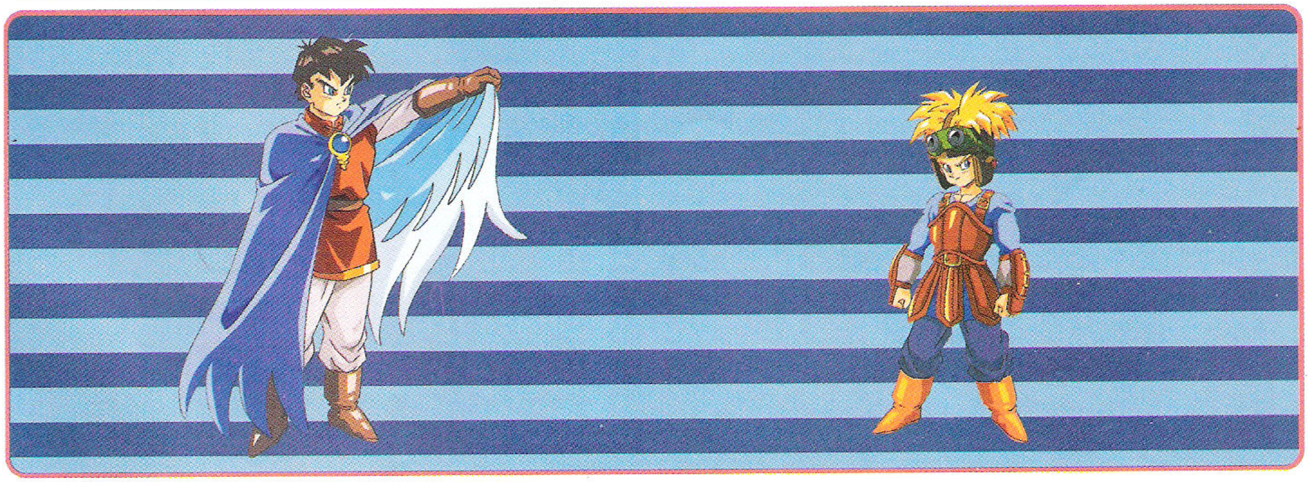
PRINCE OF CANNOCK EXPERIENCE TABLE

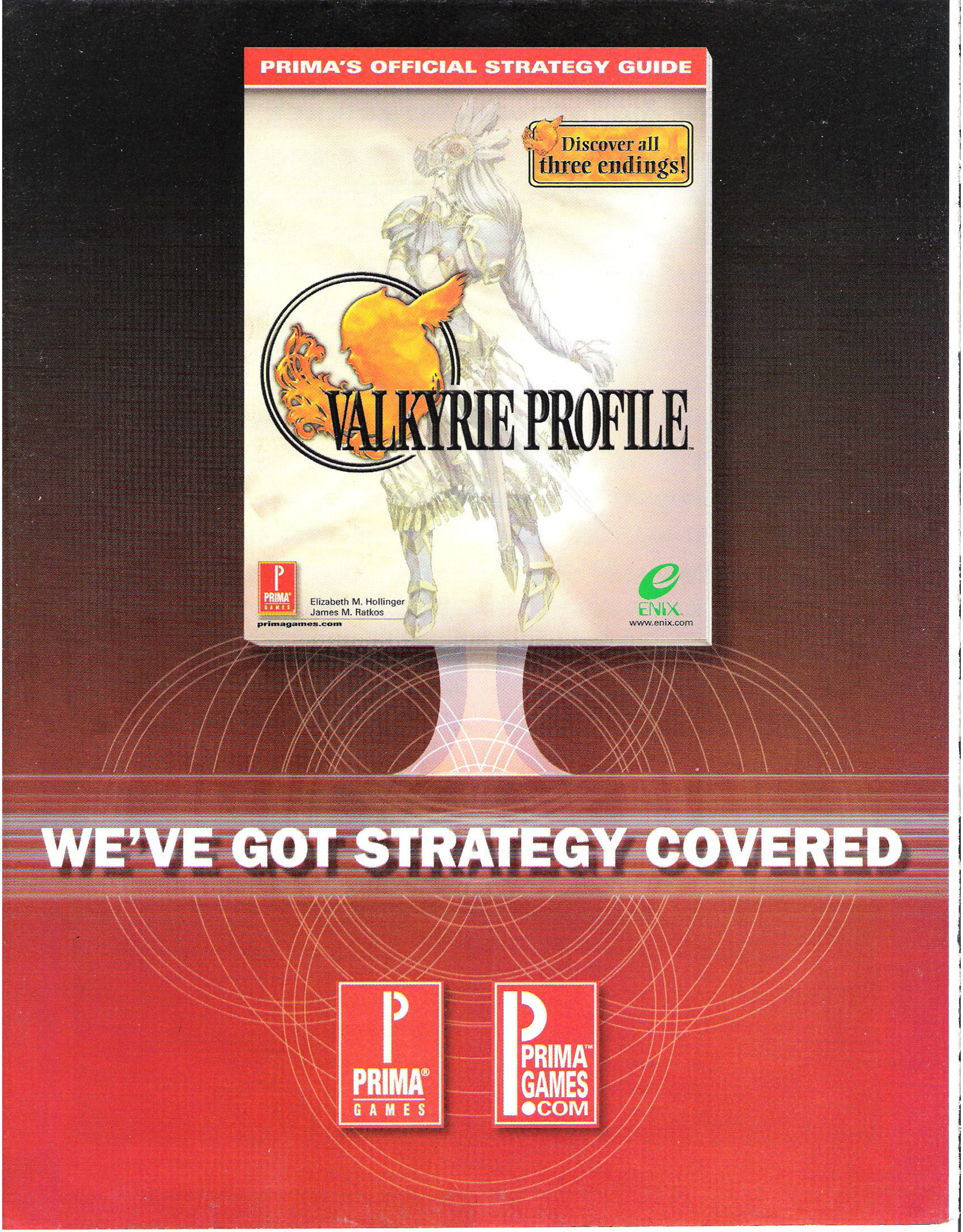
LEVEL	EXPERIENCE	STRENGTH	AGILITY	GUARD	HP	MP
1	0	4	4	2	31	6
2	24	4	7	3	34	12
3	60	6	9	4	35	16
4	110	7	11	5	38	18
5	200	7	15	7	40	20
6	380	8	19	9	42	22
7	700	9	21	11	42	27
8	1300	15	21	11	44	32
9	2400	15	28	14	45	34
10	4000	16	32	16	47	38
11	6000	17	36	18	50	40
12	8200	19	36	18	52	43
13	11000	27	43	21	54	45
14	15000	30	48	23	59	48
15	19000	34	48	23	63	50
16	24000	39	55	26	65	54
17	30000	39	57	27	69	62
18	37000	40	60	27	72	65
19	46000	41	66	30	79	68
20	57000	43	69	31	83	68
21	70000	45	73	33	87	76
22	85000	47	77	35	91	77
23	100000	48	79	36	99	83
24	116000	50	82	37	106	87
25	134000	51	82	37	113	91
26	156000	53	85	38	125	91
27	182000	54	93	42	138	94
28	210000	58	93	42	143	99
29	240000	65	99	45	152	105
30	280000	68	100	46	153	108
31	310000	70	102	47	159	112
32	340000	70	105	48	160	115
33	380000	80	107	49	161	118
34	430000	85	108	49	163	120
35	480000	92	110	50	165	125
36	520000	100	113	51	168	125
37	580000	109	113	51	171	128
38	640000	115	117	53	176	130
39	700000	115	120	54	180	137
40	760000	120	120	54	182	140
41	820000	122	125	56	190	142
42	840000	130	131	59	190	145
43	900000	131	133	60	194	149
44	960000	135	138	62	196	155
45	1000000	140	140	63	200	160



PRINCESS OF MOONBROOK EXPERIENCE TABLE

LEVEL	EXPERIENCE	STRENGTH	AGILITY	GUARD	HP	MP
1	0	2	22	11	32	28
2	100	2	26	13	32	28
3	300	2	26	13	37	35
4	600	3	28	14	37	44
5	1200	3	33	16	38	48
6	2400	4	40	19	39	48
7	4200	5	42	20	40	50
8	6400	6	47	22	45	52
9	9000	7	50	23	50	58
10	12000	8	55	25	56	63
11	16000	8	56	25	58	69
12	20000	9	58	26	59	71
13	25000	10	63	28	62	75
14	31000	11	69	31	68	80
15	39000	12	72	32	75	86
16	50000	15	78	35	80	94
17	65000	17	81	36	89	96
18	83000	18	85	38	97	105
19	103000	20	87	39	105	114
20	125000	20	96	43	112	121
21	150000	23	100	45	124	124
22	180000	25	110	50	133	126
23	220000	29	117	53	138	137
24	270000	33	117	53	139	144
25	300000	35	120	54	142	149
26	330000	36	123	55	146	158
27	360000	36	128	57	147	165
28	400000	37	132	59	148	170
29	450000	40	135	60	155	171
30	540000	42	140	62	156	176
31	630000	48	142	63	162	177
32	730000	52	145	64	164	178
33	820000	56	151	67	166	185
34	910000	60	154	68	166	191
35	1000000	70	160	71	175	196

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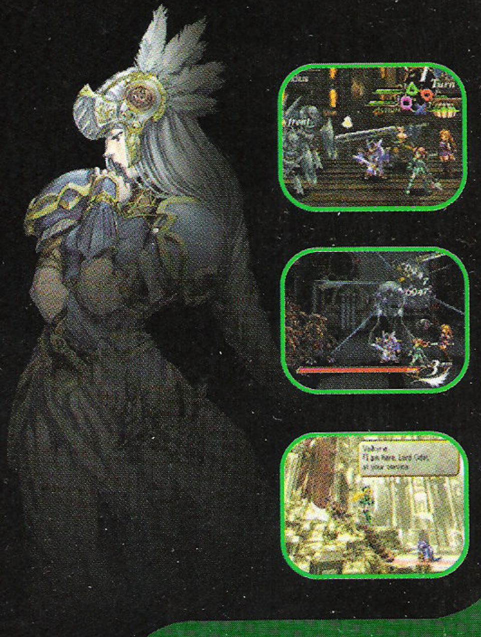

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Mild Language
Suggestive Themes

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DRAGON QUEST II

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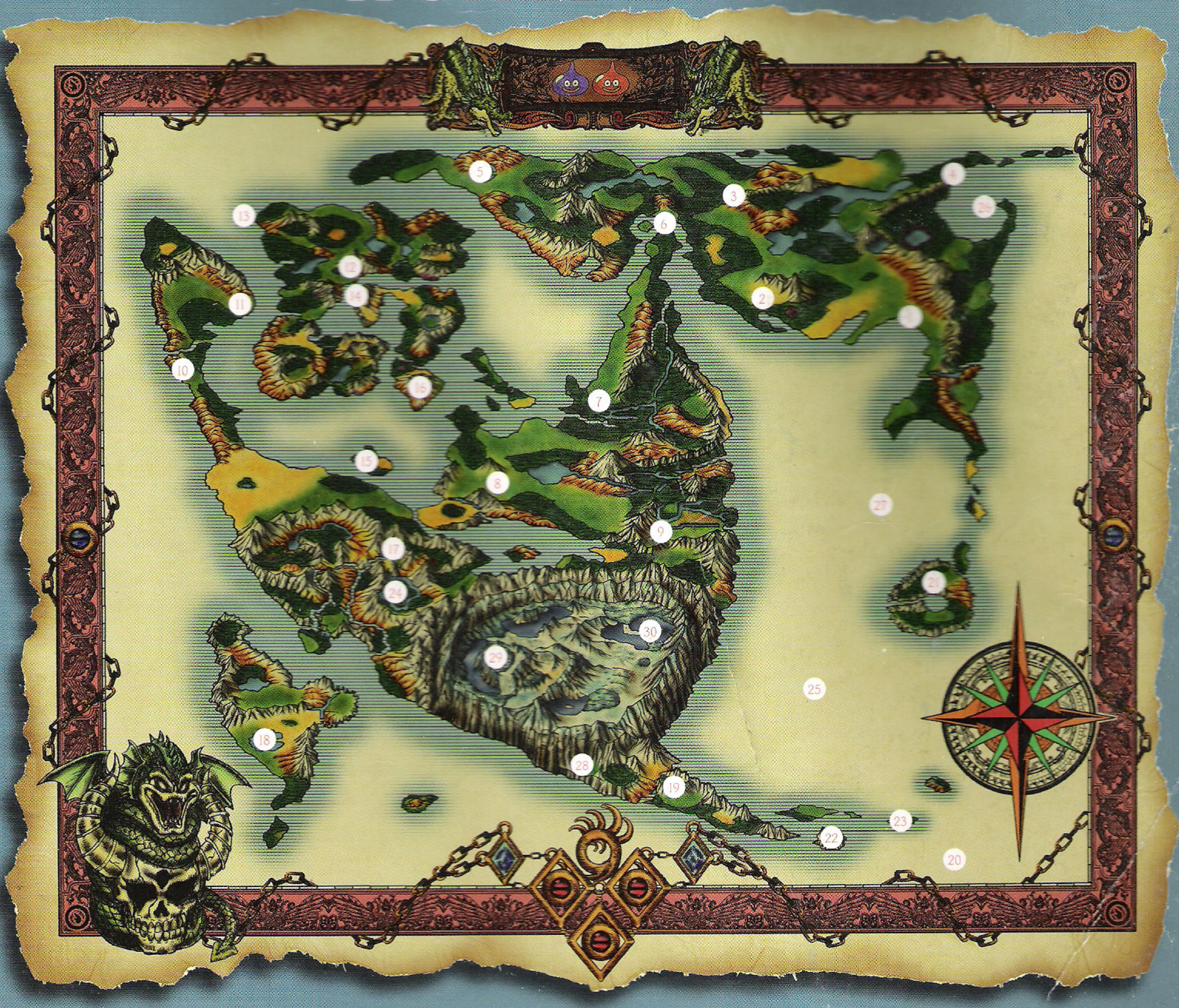
WORLD MAP



LEGEND FOR *DRAGON WARRIOR II* WORLD MAP

1	Lorasia Castle	7	Hamlin	13	Sunken Ship	19	Wellgarth	25	Ocean Cave
2	Leftwyne	8	Moonbrook Castle	14	Dracolord Castle	20	Zahan	26	Oracle
3	Cannock Castle	9	Wind Tower	15	Lighthouse	21	Osterfair Castle	27	Spirit Shrine
4	Hero's Spring	10	Drakhorns	16	Sacred Shrine	22	World Tree	28	Path to Rhone
5	Lake Cave	11	Lianport	17	Tuhn	23	Flame Shrine	29	Hargon Castle
6	Lora's Gate	12	Tantegel Castle	18	Beran	24	Lune Tower	30	Rhone Cave

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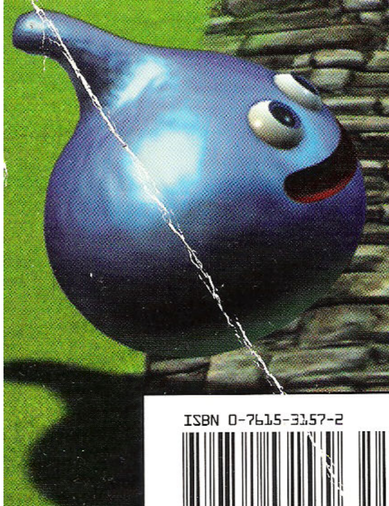

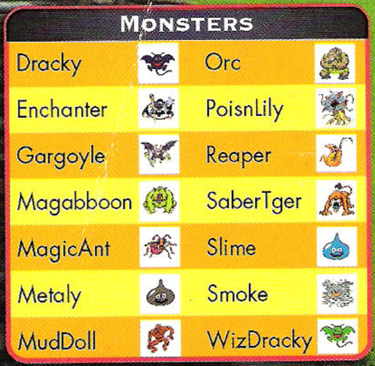

MONSTERS

Dracky		Orc	
Enchanter		PoisnLily	
Gargoyle		Reaper	
Magabboon		SaberTger	
MagicAnt		Slime	
Metaly		Smoke	
MudDoll		WizDracky	

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